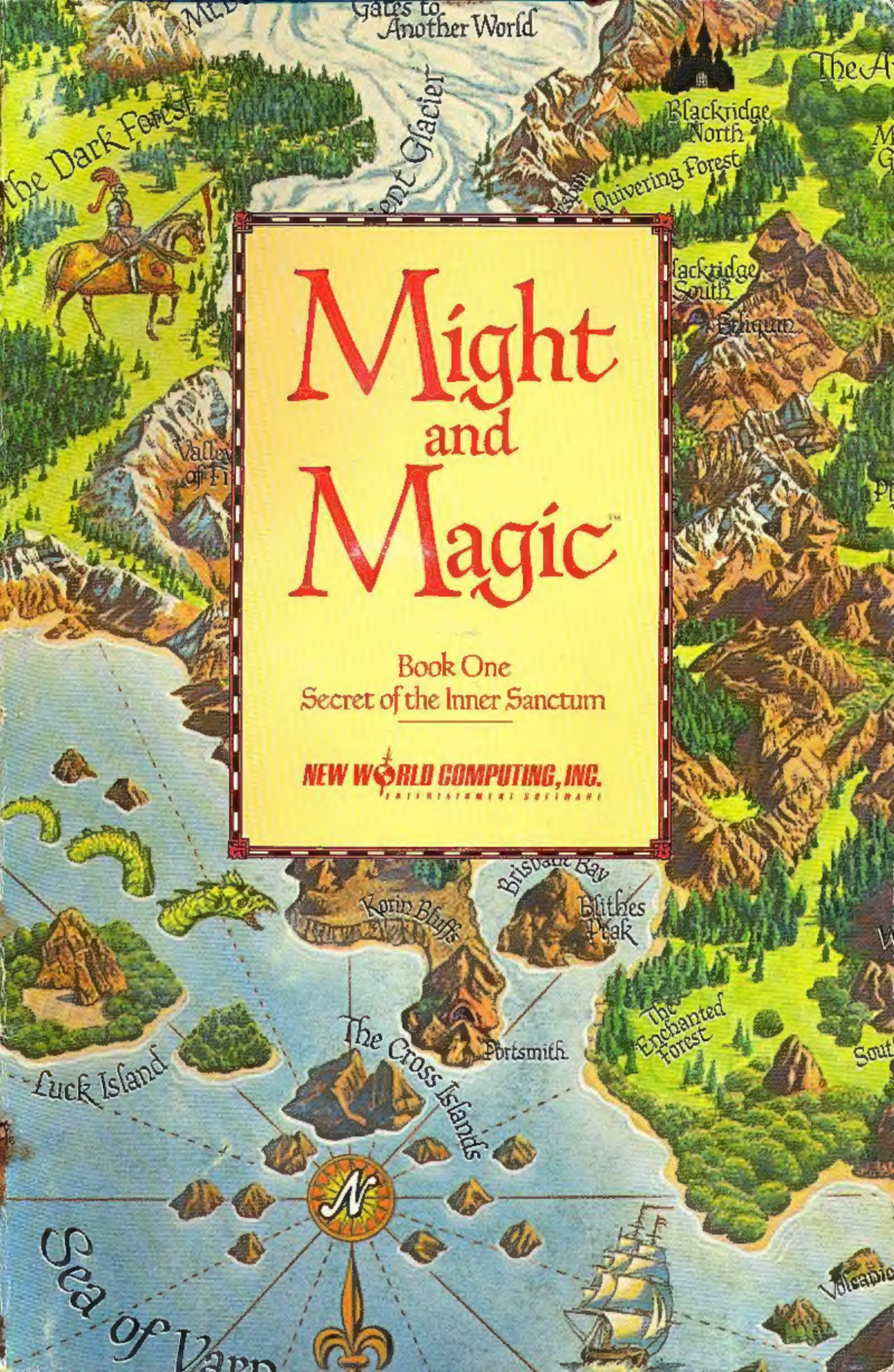

Might and Magic™

Book One
Secret of the Inner Sanctum

NEW WORLD COMPUTING, INC.

Might and Magic™

Book One
Secret of the Inner Sanctum

A Fantasy Role-Playing Simulation
By Jon Van Caneghem

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

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SECOND EDITION

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Special thanks to our playtesters and everyone else who made this project possible.

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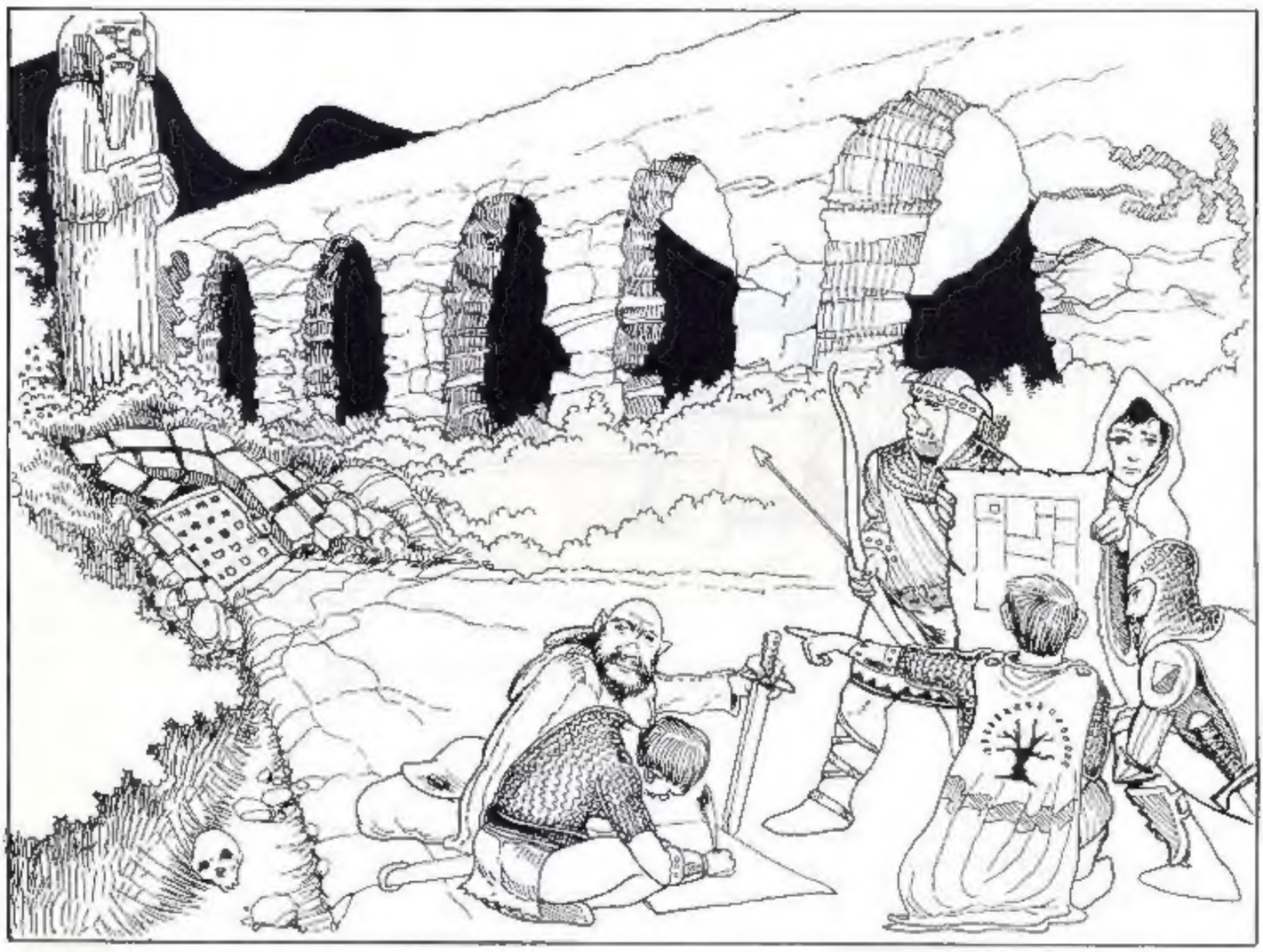
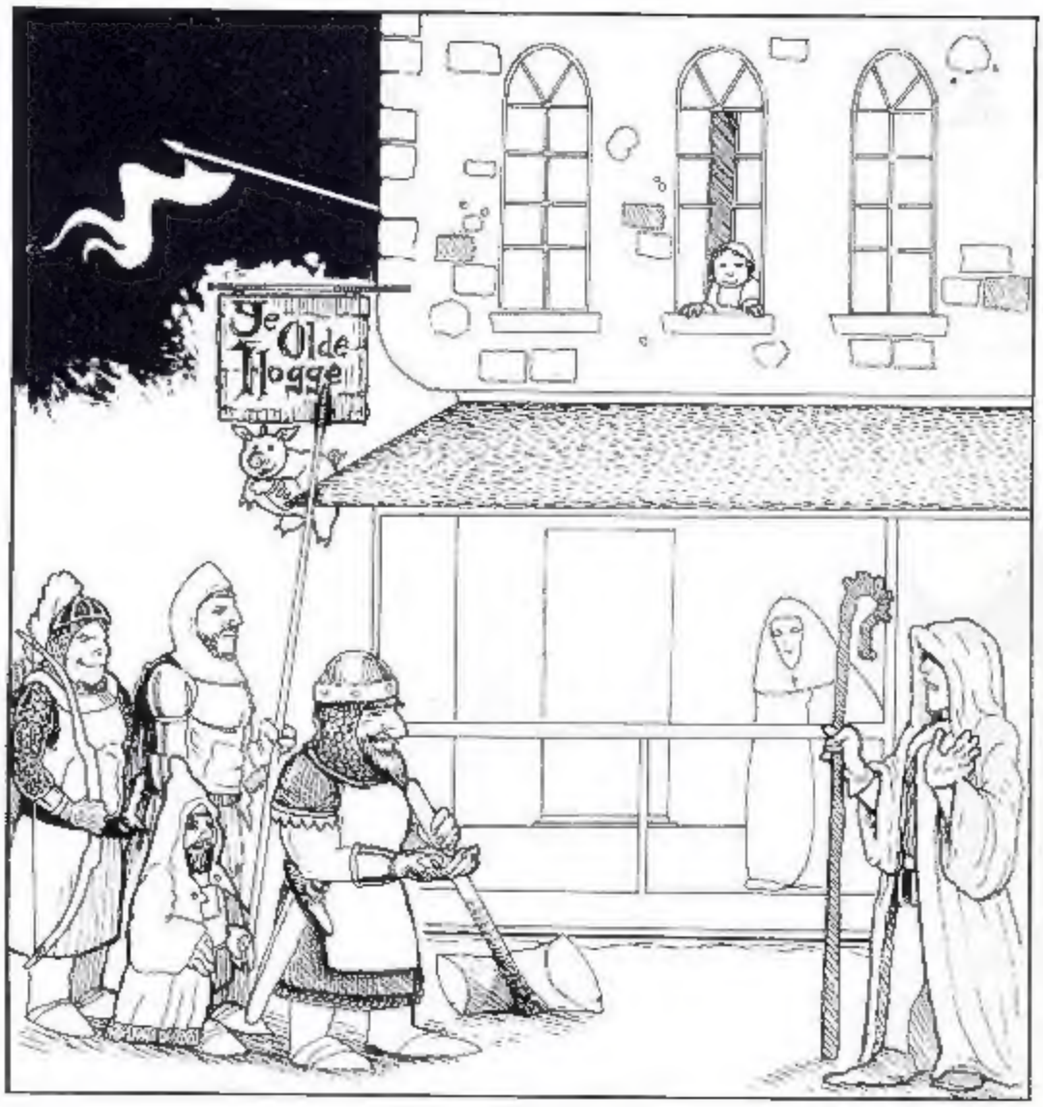
Might and Magic

is an ongoing journey that can last up to hundreds of hours. As you begin, let Chapters 1-4 of this book guide you through the first steps of your journey. If you are new to fantasy games, Chapter 5 will help acquaint you with the terms and conventions of this new world. As you gain in experience, your primary guide will become your computer screen. Even then you will find important reference information, on game options and spells, in the appendixes of this book.



Happy Adventuring!



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Prepare for Adventure

Copy Game Disks

Your Might and Magic™ disks are write-protected (unnotched).

In order to play the game, you must be able to write information onto disk side B. Therefore, YOU MUST COPY AT LEAST SIDE B ONTO A NOTCHED DISK.

We strongly recommend that you also copy sides C and D, as these may be used extensively during game play. Side A, which is used solely to start the game, is the only side that is copy protected.

In copying the disks, use COPYA from your Apple System Master, or any equivalent copy program.

Start The Game

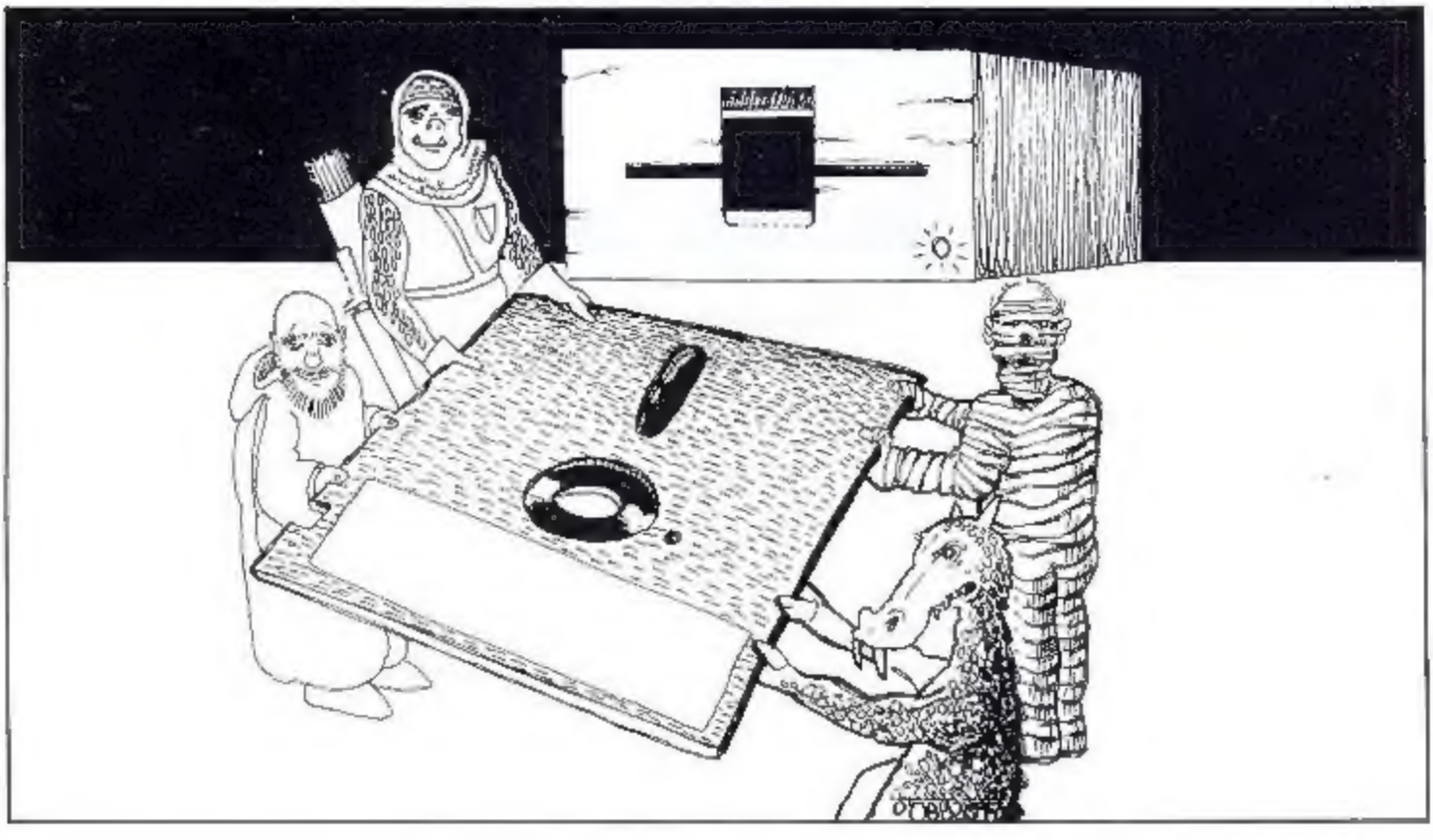
Insert DISK SIDE A in DRIVE 1 and turn the computer ON.

The game title will be displayed, followed by a series of scenes from the game.

- Press the **SPACE BAR** to advance immediately to the next game scene.
- Press **ESC** to stop the game scene display and proceed with the game.

At the prompt, remove DISK SIDE A and insert your COPY OF DISK SIDE B in DRIVE 1. Then press **RETURN**. After disk side B is loaded, the Main Options Menu will appear.

Throughout the game, screen prompts will inform you when it is necessary to change disks.



The Main Options Menu

The Main Options menu offers you 3 choices of activity:

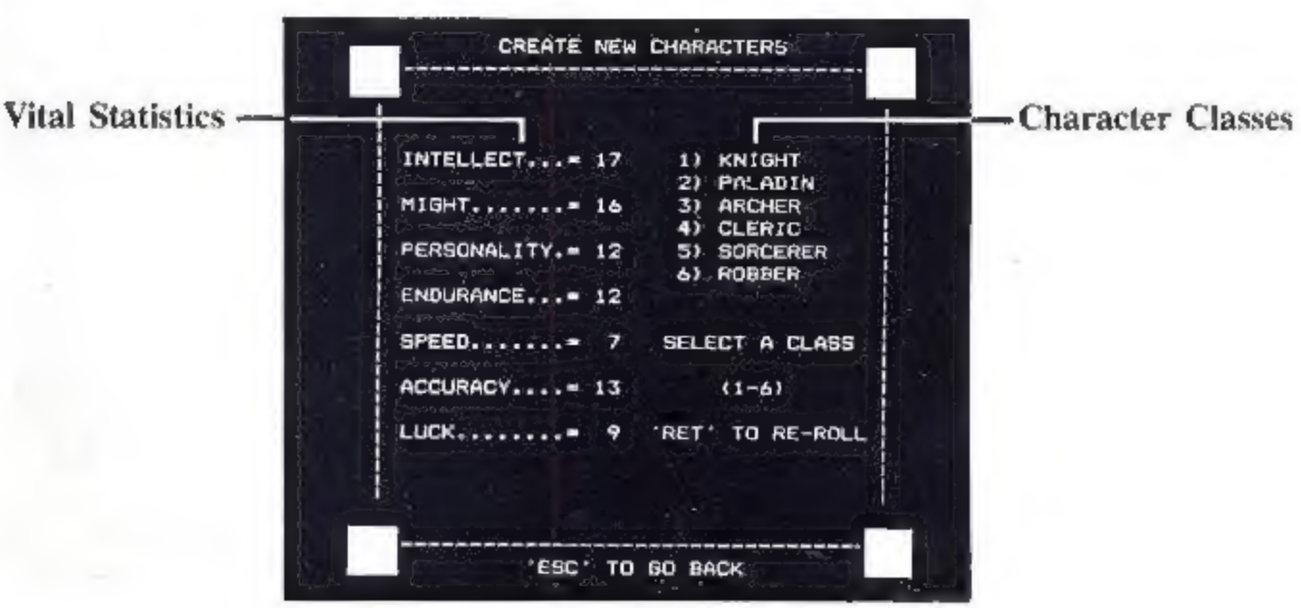
- **CREATE NEW CHARACTERS**. You must do this before playing the game, unless you use the pre-programmed characters provided on disk B. TYPE C.
- **VIEW ALL CHARACTERS** stored on that disk (including pre-programmed characters). From the list displayed you can view individual character profiles. TYPE V.
- **GO TO TOWN** and set out on your adventure. TYPE THE **NUMBER** OF THE TOWN (1-5).

CREATE NEW CHARACTERS

If you decide to play Might and Magic using the pre-programmed characters provided, you can skip this section.

Much of the fun of any fantasy game, however, lies in the creation of the characters with whom you go adventuring. If you are creating characters for the first time, or need to refresh your memory on character options, read Appendix A before continuing. The information in that appendix will help you create more varied and interesting characters, who have a greater chance of succeeding in their quest.

To create a new character, display the Main Options Menu and TYPE C.



Select Class

A character can belong to one of 6 possible classes.

KNIGHT PALADIN ARCHER CLERIC SORCERER ROBBER

A character's class is determined by 7 vital statistics.

INTELLECT MIGHT PERSONALITY ENDURANCE SPEED ACCURACY LUCK

Each statistic is randomly assigned a rating between 3 and 18, with 18 being the highest. To generate a new set of random ratings, press **RETURN**.

To the right of the statistics are the eligible classes for the ratings given. These are the classes from which you may choose. Notice how the eligible classes change as you generate different sets of statistic ratings.

To choose a class, type the **NUMBER** next to the desired class. At any time *before* selecting a class, you can return to the Main Options Menu by pressing **ESC**.

Assign A Race

After selecting a class, choose the character's race. Race options will replace class options on the screen.

HUMAN ELF DWARF GNOME HALF-ORC

To select race, type the **NUMBER** next to the desired race.

Your choice of race may change the rating given for one or more vital statistics. If the change is not to your liking, press **ESC**. All statistics will return to the last ratings shown before you selected class. Re-select class, then try a different race.

Select Alignment

After assigning race, select the character's alignment Your choices are

GOOD NEUTRAL EVIL

Select alignment by typing the **NUMBER** next to the desired alignment If you change your mind after making your selection, press **ESC**. The screen will return to class options Re select class and race, then the desired alignment.

Notice that a character's alignment does not affect any vital statistic ratings. Alignment can be important to game play, however For details on alignment, refer to Appendix A

Choose Character's Sex

Your choices are **MALE** or **FEMALE** Sex does not affect a character's vital statistics, but may restrict certain activities during game play See Appendix A for details.

To select sex, type the **NUMBER** next to Male or Female If you change your mind, press **ESC**. The screen will return to class options.

Name Your Character

The final step in creating a character is to name him/her Type in ANY NAME, up to 15 characters in length. Then press **RETURN**

It is a good idea to assign different names to each character, to avoid possible confusion during game play

Save Your Character

After you have created a character, a screen prompt will ask **Save Char (Y/N)?**

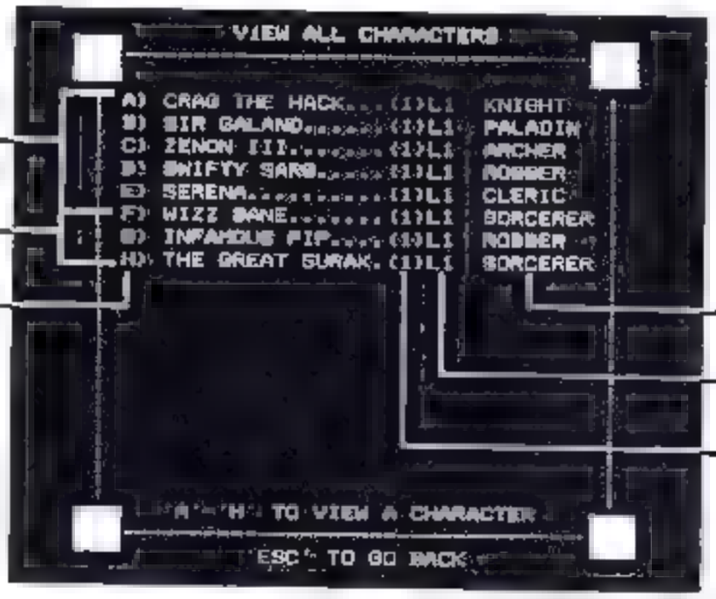
If you type **N**, the save operation will be halted. The screen will return to class options, with all statistic ratings as they were before you selected class for that character

If you type **Y**, the character just created will be saved onto disk side B The screen will return to class options, with a new set of random statistics displayed You can now create another character or press **ESC** to return to the Main Options Menu

At any given time, you can store up to 18 characters (including the pre-programmed characters) on any given copy of disk side B If you wish to store more than 18 characters, you must first delete one or more existing characters This is done from the Character Profile screen which is explained later in this chapter.

VIEW ALL CHARACTERS

From the Main Options Menu you can view a list of all characters stored on the disk B copy which you are using. This includes the 6 pre-programmed characters, unless you have deleted any of them.


VIEW ALL CHARACTERS
A) CRAG THE HACK... (1)L1 KNIGHT
B) SIR GALAND..... (1)L1 PALADIN
C) ZENON III..... (1)L1 ARCHER
D) SWIFTY SARG..... (1)L1 ROBBER
E) SERENA..... (1)L1 CLERIC
F) WIZZ BANE..... (1)L1 SORCERER
G) INFAMOUS FIP..... (1)L1 ROBBER
H) THE GREAT GURAK. (1)L1 SORCERER
'A'-'H' TO VIEW A CHARACTER
'ESC' TO GO BACK

Pre-programmed Characters

Created Characters

Key Letter

Class

Level of Experience

Town

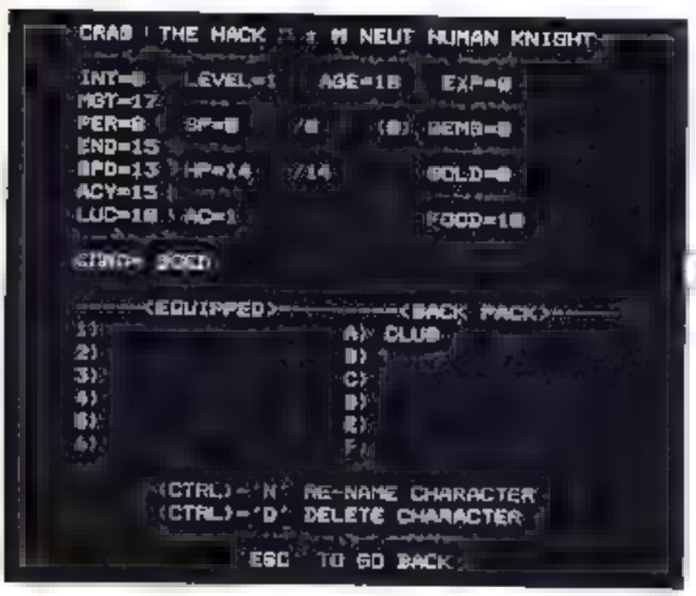
The View All Characters list includes:

- KEY LETTER for character
- NAME of character
- TOWN in which character is currently located
- LEVEL OF EXPERIENCE which character has achieved
- CLASS of character

From the View All Characters list you can: 1) Press **ESC** to return to the Main Options Menu, or 2) Type the **KEY LETTER** for any character and see a detailed Character Profile.

Character Profile

A Character Profile gives you all the facts and figures on a specific character. It is an invaluable aid in decision making, when factors of strength, vulnerability, spells and wealth must be considered. Character Profiles are available at most times during game play. Only from the View All Characters list, however, can you display the profile of any character on the disk. All information on the Character Profile screen is in abbreviated form. A detailed description of each item on the screen is provided in Appendix A. Below is a brief overview of the screen.



LEVEL = Experience Level
SP = Spell Points
HP = Hit Points
AC = Armour Class
COND = Condition
EXP = Experience Points

Delete A Character

To delete the character displayed by the Character Profile, hold down the **CONTROL (CTRL)** key and press **D.** When asked, *Are You Sure (Y/N)?* press Y to confirm. The character will then be deleted from the disk B copy which you are using

Rename A Character

To rename the character displayed by the Character Profile, hold down the **CONTROL** key and press **N.** Then type the **NEW NAME,** up to 15 characters, and press **RETURN** The new name will replace the old name.

GO TO TOWN

Each time you play Might and Magic, your party of adventurers sets out from the inn in one of five towns

1 SORPIGAL 2 PORTSMITH 3 ALGARY 4 DUSK 5 ERLIQUIN

The town from which you set out is the town containing the characters in your party. All characters, pre-programmed or created, first start out in Town 1, so this is where you begin the game. Later, as your party travels to and lodges in other towns, you will set out from Towns 2-5.

From the Main Options Menu, type the **NUMBER** of the town The screen will show a list of characters in that town. If there are no characters in the town you have selected, you will see the message: No Available Characters.

From the list of characters in the town, you can:

1) **View the Character Profile** for any character on the list Type the **KEY LETTER** to the left of the character's name Press **ESC** to return to the list of characters in town.

2) **Return to the Main Options Menu** by pressing **ESC** If you have set up a party but have not left the inn, your party will be disbanded. You can re-group it or a different party the next time you go to that town

3) **Add a character to or remove a character** from your party of adventures.

Set Up Your Party

To add a character to your party, hold down **CONTROL** and press the **KEY LETTER** next to the character's name on the list of available characters A @ will appear next to the character's name, marking him/her as a member of your party

A party of adventurers may consist of 1 to 6 characters When you have marked 6 characters as members of your party, a message will indicate: Party Is Full. To add a character at this point, another character must be removed from the party.

To remove a character from your party, hold down **CONTROL** and press the **KEY LETTER** next to the character's name The @ marking the character as a member of the party will disappear.

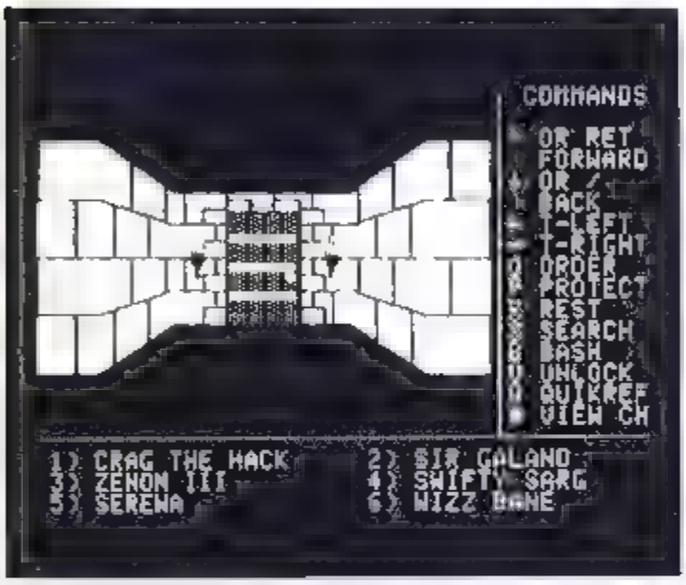
As soon as you have marked one character as a member of your party, a new command option **X** (Exit) — will appear on the screen. Pressing **X** will take you to the 3-D view of the inn, from which you may start out on your adventure.

NOTE: To stop the game and save information, you must get your party to the inn in one of the five towns, and sign in. See Chapter Four, **Game Over.**

The Adventure Begins

MOVING & MAPPING

After you give the **X** command, you truly enter the world of Might and Magic. The screen shows a 3-D view of your present position, a list of possible commands, and a list of characters in your party, shown in marching order. (An * beside a character's name indicates a condition other than good.) Since your view of the world is from your party's perspective, you do not see the members of your party.



You start out inside the inn, facing the door. Turn around to sign back in, or simply move your party forward to leave the inn.

To move your party, use the following keys.

(UP ARROW) or RETURN	Move forward
(DOWN ARROW) or /	Move back
(LEFT ARROW)	Turn left
(RIGHT ARROW)	Turn right

When you press a forward or back movement key, the entire party moves one square forward or backward. When you press the ◄— or —► key, the entire party turns 90 degress in that direction.

Unlocked doors open automatically as you move your party forward through them. However, if a door is locked, you must unlock it with the **UNLOCK** or **BASH** command...or find a way around it. (Warning: many locked doors are also booby-trapped, with the traps set to go off when you unlock or bash in the door.)

When you come up against an obstacle, such as a wall or mountain, a message will appear (i.e., SOLID, IMPASSABLE, etc.) These messages are particularly useful when traveling in the dark or testing for secret passageways.

Remember that you are now in a world of magic and danger, where all is not as it seems. Doors may lock behind you. Landslides may block mountain passes. Areas may be darkened by spells, requiring you to "feel" your way through them. Certain squares may teleport you across vast distances, into unmapped areas. And of course, any square may contain treasure or monsters.

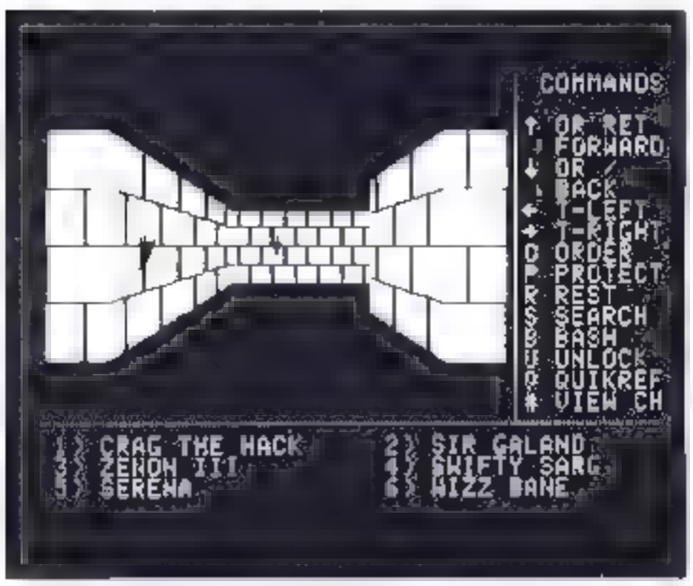
The Map As Guide

Take some time to explore Town 1 when you start out. To assist your party, a map of Town 1 is provided at the end of this book. The map is laid out in squares. A square represents the distance covered by your party when you press a movement key.

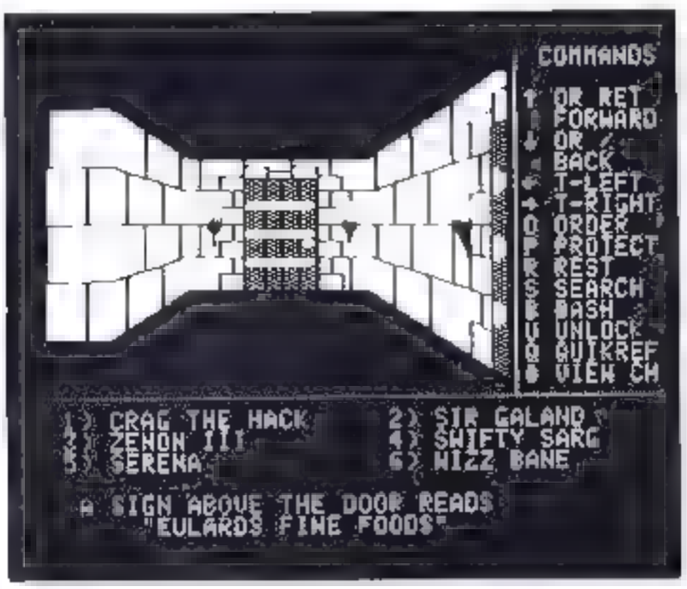
The map indicate the corridors, open passageways, walls and doors of the town It also pinpoints key locations within the town — shops where items may be purchased, the temple where characters may be healed or cured, the training grounds where characters with sufficient experience points can advance in experience level, and the inn.

It does *not* tell you where monsters, treasures and other chance encounters are located.

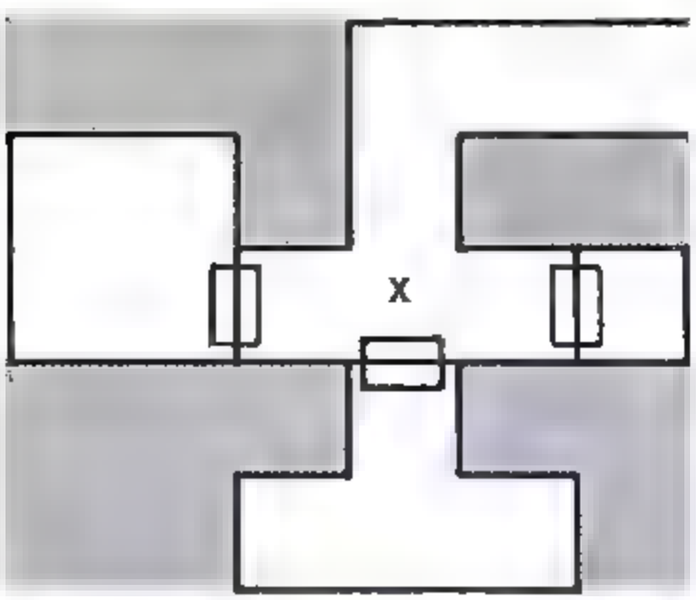
Follow the map as you start to move through the town and notice how it relates to the 3-D view on the screen. The screen allows you to see an area 3 squares wide by 4 squares deep, unless walls or other solid obstructions block your view.



The same section as seen on the screen, with your party facing north



The same section as seen on the screen, after a 90 degree turn to the right Your party is facing east.

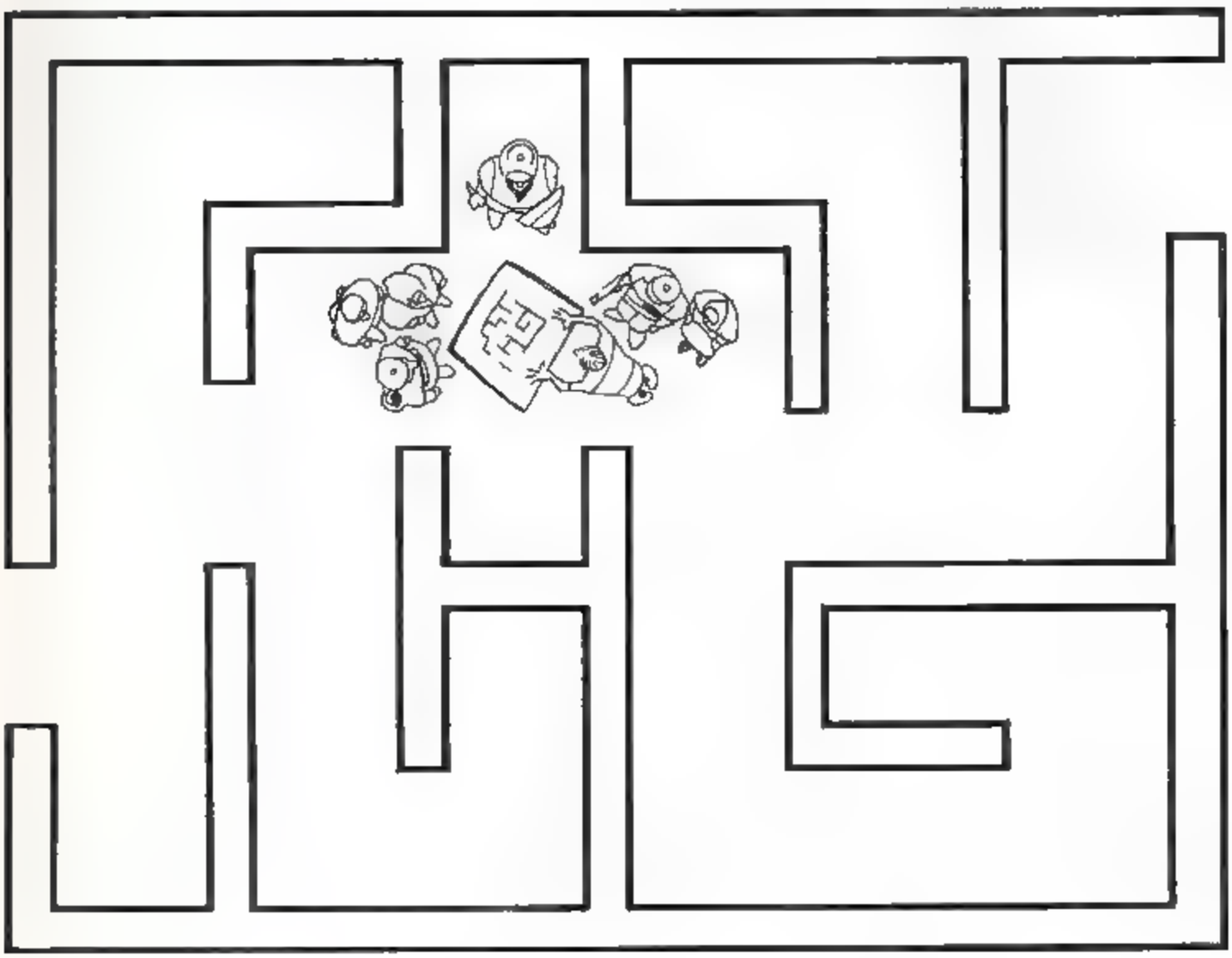


You are here.
Section of Town 1 map

By following the map as you move through Town 1, you will become familiar with the 3-D perspective and gain valuable insight into the process of mapping. After you move out of Town 1, you will need to create your own maps of subsequent towns, outdoor areas and underground caverns

Tips on Mapping

1. Copy and use the blank maps provided. Each blank map is a dot grid, 16 by 16 squares in area. Connect the dots to indicate walls or other obstructions. Leave dots unconnected to indicate open passageways. Mark the area and level being mapped.
2. Remember that the 3-D screen always shows what your party sees, as it looks forward. At first, stop each time your party moves a square, and add the new square shown on the 3-D view to your map.
3. If you have trouble visualizing your orientation, turn the map when you turn your party. If you turn your party RIGHT, turn your map LEFT. Add the new view shown on the screen to your map, before you move again.
4. Mark locked doors, secret passageways, dark areas, special features (especially outdoors) and messages.
5. Mark areas where you can be sure of encountering monsters (such as a dragon's lair), but don't bother marking every square in which you encounter monsters or treasure. Chances are, they will appear in a different square next time.
6. For the exact coordinates of the party's location, see Sorcerer Spell: Location.



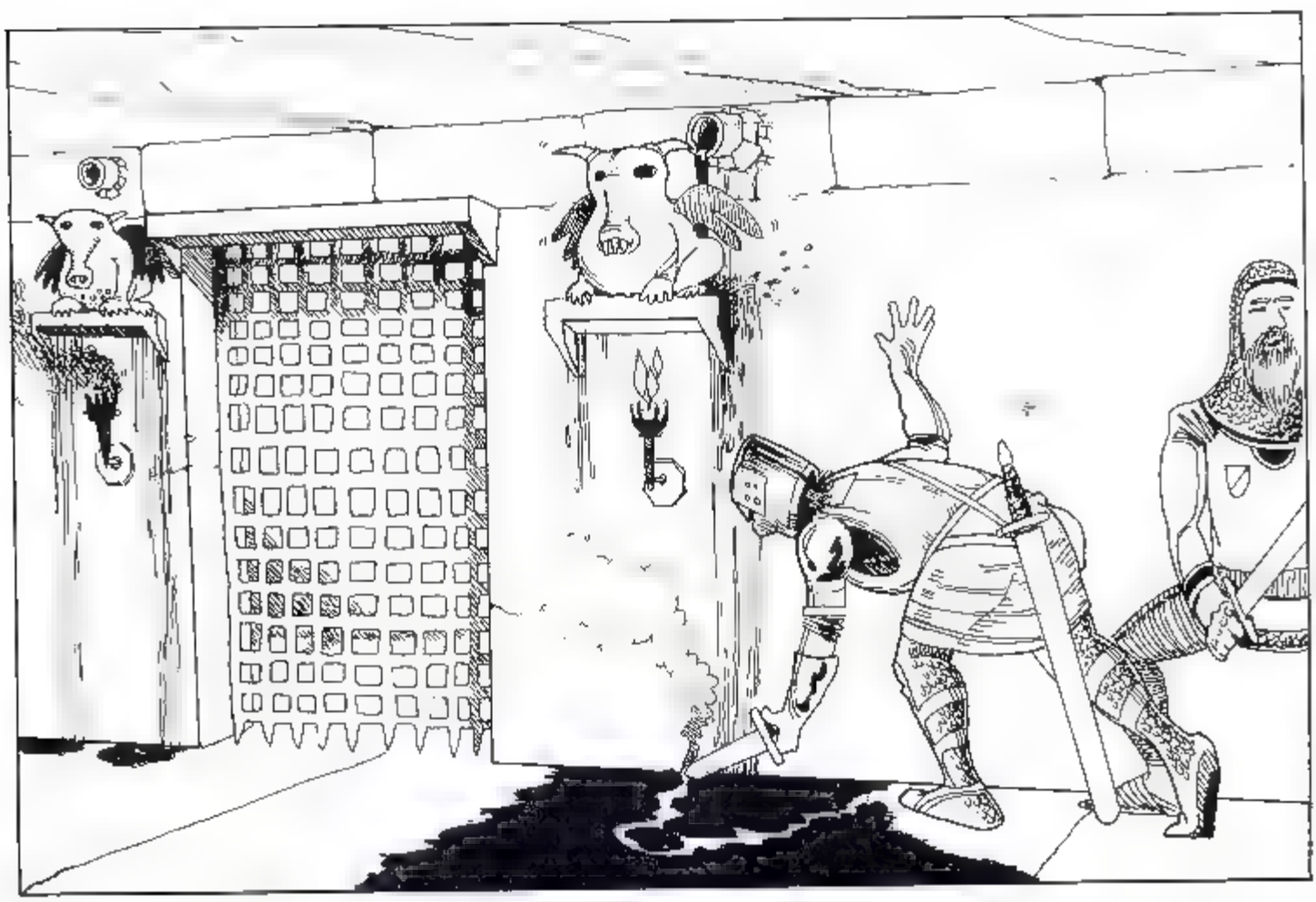
GAME COMMANDS WHILE MARCHING

While your party moves through the 3 D view of the world, you may use any of the commands shown on the right side of the screen The key used to give the command appears to the left of the command. When the # sign is given, type the **CHARACTER NUMBER** from the character list at the bottom of the screen.

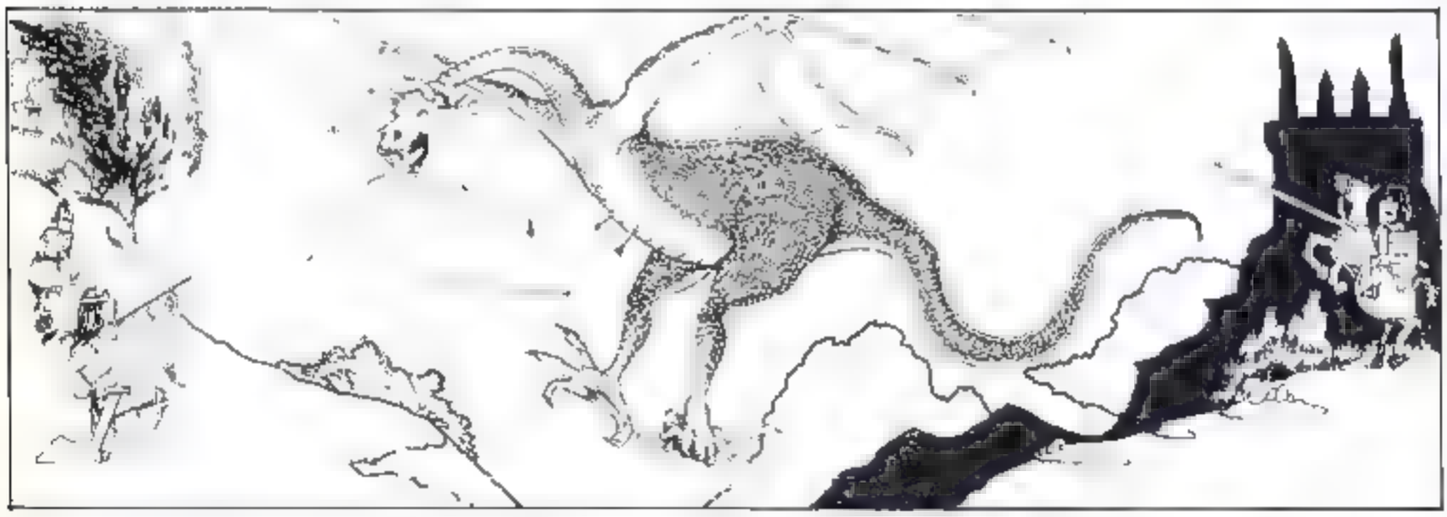
COMMAND	PRESS	DESCRIPTION
FORWARD	↑ or RET	Move entire party one square forward
BACK	↓ or /	Move entire party one square back
LEFT	←	Turn entire party 90 degrees left
RIGHT	→	Turn entire party 90 degrees right
ORDER	O	Rearranges marching order of party. The character list shows the old marching order. A prompt appears at the bottom of the screen. Type the character numbers from the old marching order in their new order Example: NEW 1 2 3 4 5 6 OLD 3 5 6 2 1 4 This example moves the character who was formerly in position 3 into position 1, etc. To stop the command press **ESC** before entering the last character number.
PROTECT	P	Displays currently active spells covering the entire party. Light spells also show, in parentheses, the current number of light units available to the party One light unit is needed to light up a dark square while occupied by the party. Light units are automatically used when the party steps into a darkened square.
REST	R	Rests party overnight in square currently occupied. Rest restores all characters' Hit Points and/or Spell Points, unless inhibited by special conditions. Rest requires and uses 1 food unit from each character's food supply All protection spells wear off during rest and must be re-cast upon awakening Party may encounter monsters during rest. If so, some members of the party will enter the encounter with their condition listed as asleep. If the area is too dangerous, the party will not be allowed to rest in that square
SEARCH	S	Finds treasure or other items hidden in square occupied by party. You should *always* search after defeating a monster and before moving off the square in which the encounter occurred. However, you do not need to search immediately after combat. You may want to rest, cure wounds, etc. first
BASH	B	Attempts to knock down a locked door. If successful, the party moves forward through the door. If the attempt fails, the party does not move. In either case, bashing a trapped door is likely to set off the trap

COMMAND	PRESS	DESCRIPTION
UNLOCK	U	Allows one character an attempt to pick the lock on a door. Only a robber has any real chance of success. If the attempt succeeds, the door will be unlocked and any traps will be disarmed, so the party may move forward. If the attempt fails, the door will remain locked and any existing traps may be set off. The attempt may be made again, but each subsequent failure increases the likelihood of setting off traps.
QUICKREF	Q	Display a brief overview of all party member's Hit Points, Spell Points, Armor Class and Condition. From his list, you can view an individual Character Profile, by pressing his/her **CHARACTER NUMBER**. To return to the 3-D screen, press **ESC**.
VIEW CHAR	#	Displays the Character Profile for that character. (See Chapter Two for a description of the Character Profile.) At the bottom of the Character Profile is a set of options which may be exercised only while adventuring. **Cast** (press **C**). Casts a non-combat spell, providing the character may cast spells at that level and has the required number of spell points and magical gems. Prompts ask for spell level and number, and other information if needed. See Appendix B for spell descriptions. **Discard** (press **D**). Permanently removes item from character's back pack. Follow screen prompts. **Equip** (press **E**). Shifts an item from character's back pack to equipped area so character may use it. A maximum of 6 items may be equipped at any given time. Not all items must be equipped in order to be used (i.e., a potion may be used from the back pack). Items which must be equipped include armor and other clothing, weapons, and shields. Restrictions follow the laws of logic. A character can only wear one suit of armor at a time, can only be equipped with one hand-to hand weapon and one missile weapon simultaneously; cannot be equipped with a shield if equipped with a two-handed weapon; and so on. NOTE: Equipping a character with armor may affect his/her Armor Class. **Gather** (press **G**). Transfers all gold, gems and food carried by other party members to that character, up to the maximum amount of each item which the character can carry. **Remove** (press **R**). Shifts item from equipped list to back pack, if there is room in the character's back pack for the item. Follow the screen prompts. **Share** (press **S**). Evenly distributes all gems, gold or food in the party's possession among all party members. Follow the screen prompts.

COMMAND	PRESS	DESCRIPTION
		Trade (press **T**) Transfers an amount of gems, gold or food, or a particular item, from viewed character to another character. Follow screen prompts **Use** (press **U**). Activates an item that has special powers. Items may or may not also need to be equipped for use. Follow the screen prompts If an item has limited power, a spell can be cast to reveal the number of charges remaining. See Appendix B for spell descriptions.
VOLUME	V	Turn game sound off and on. This command does not appear on the command list.



Encounter with Danger



During your explorations, your party will encounter many creatures, characters and special places. Encounters, while often filled with danger, are necessary if your characters are to accumulate experience points. Encounters, therefore, should not be avoided. Of course, if an encounter appears to be more than your party can handle, do whatever is necessary to survive — run, bribe, surrender, etc.

Most creatures that you encounter will be monsters. Monsters usually travel in groups of up to 15. A group may be homogenous or include a mixture of different types.

There are hundreds of different monsters, some timid, some highly dangerous. Different monsters have different powers, capabilities, speeds and armor classes. You will learn about each type of monster as you encounter and (frequently) battle it.

When an encounter occurs, the screen will change. The command list will be replaced with a list of creatures encountered. A picture of the most powerful creature will appear in the center of the 3-D view. A set of options will appear below the character list.

Your encounter options will vary, depending on whether the monster(s) surprises you, you surprise them, or neither party is surprised.

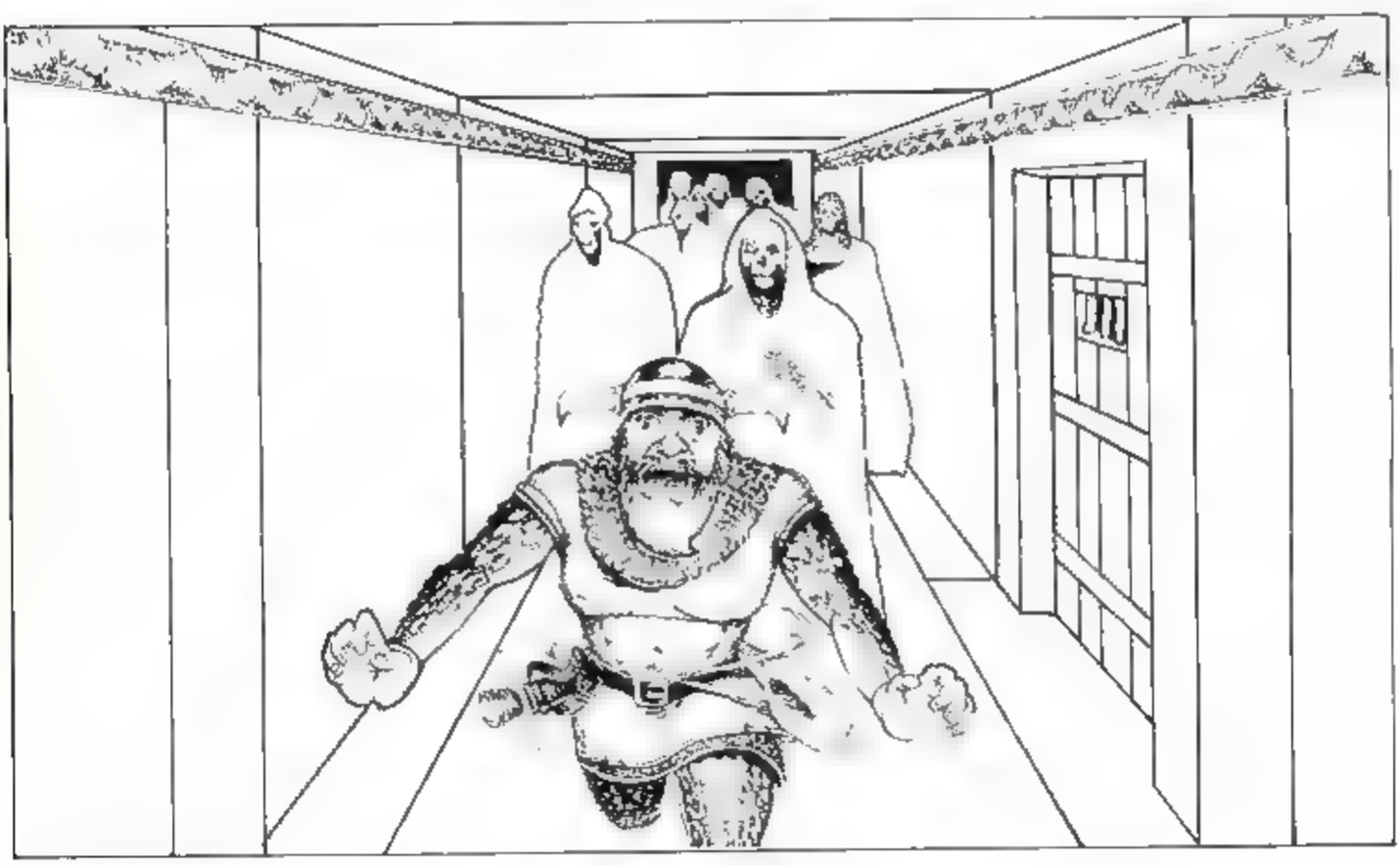
If the monster(s) surprises your party, you go directly into combat. There are no other options. Combat is covered in this chapter, beginning on page 15.

If your party surprises the monster(s), you have the option to advance or not. If you choose to avoid the monster(s), nothing further occurs. The encounter is over. If you *do* advance, you are given the same options as when neither party is surprised.

If neither party is surprised, you have several encounter options. Note that the option you choose may affect your character's alignments.

Encounter Commands

COMMAND	PRESS	EFFECT
ATTACK	A	This takes you to combat. See the section on combat, beginning on page 15.
BRIBE	B	Your party attempts to buy off the monsters with bribes. If the monsters refuse your attempt, combat will begin. If the monsters accept your attempt, a prompt will tell you what they demand (usually all of your food, gold and/or gems) A bribe option will let you accept or reject the demand. If you answer **N** (No), the original encounter options will reappear, so you may choose another. If you answer **Y** (Yes), the monsters will accept or refuse your bribe. If they accept it, the encounter is over. If they refuse it, your party will go immediately into combat.
RETREAT	R	Your party attempts to flee from the monsters. If the retreat succeeds, your party will be moved to the safest square within the immediate 16x16 square area. (You may need to cast a spell to discover your exact location.) If the retreat fails, combat will begin.
SURRENDER	S	Your party attempts to surrender. If the monsters accept your surrender, your party will be moved to a more dangerous square within the immediate 16x16 square area. All of your food, gold and/or gems may be confiscated. If the surrender fails, combat will begin. A surrender, however, stands a better chance of succeeding than does a retreat. Surrender may be a necessary maneuver, in order to get to a particular area (such as a prison or treasure horde).



COMBAT

Combat is the heart of Might and Magic. By battling and defeating monsters and other creatures, your party will gain experience points and any treasure which the monsters are carrying. Both are necessary for characters to advance in skill level and ability.

Combat is divided into ROUNDS, in which each character and monster in good condition may perform one action. Only one character or monster acts at a time. The order in which both characters and monsters act is based on their individual speed. The fastest character or monster goes first, followed by the next fastest, and so on.

When you go into combat, the screen changes to the combat screen.

The battle arrangement for your party appears below the **Round** prompt. Characters here are listed by number only. The numbers correspond to those on the character list at the bottom of the screen.

On the right side of the screen is a list of monsters in the order in which your party encounters them.

A + in front of a character number or monster letter indicates that the character or monster may engage in hand to hand combat. With the exception of archers, characters who can engage in hand-to-hand combat cannot use missile weapons.

When a character number or monster letter is HIGHLIGHTED, it is that character's or monster's turn to act in the current round of combat. This is known as having the combat initiative.

Non-Combat Commands

Below your party's battle arrangement is a list of commands which can be used only when one of your party members has the combat initiative. Giving one of these commands does *not* use up a character's turn in battle. He/she may still give a combat command.

COMMAND	PRESS	EFFECT
DELAY	D	Allows you to set the duration of on-screen messages to any number between 0 and 9. (0 is the shortest duration, 5 is the default.)
PROTECT	P	Allows you to see all currently active spells which cover your entire party.
QUICKREF	Q	Displays the QUICKREF list of characters in your party, including Hit Points, Spell Points, Armor Class and Condition. From this list you can view an individual Character Profile, by pressing the **CHARACTER NUMBER**. To return to the combat screen, press **ESC**.
VIEW CHAR	#	Displays the Character Profile for that character. (See Chapter Two for a description of the Character Profile.) From the Character Profile, you may type **Q** to return to the Quickref screen, or press **ESC** to return to combat.

Handicap

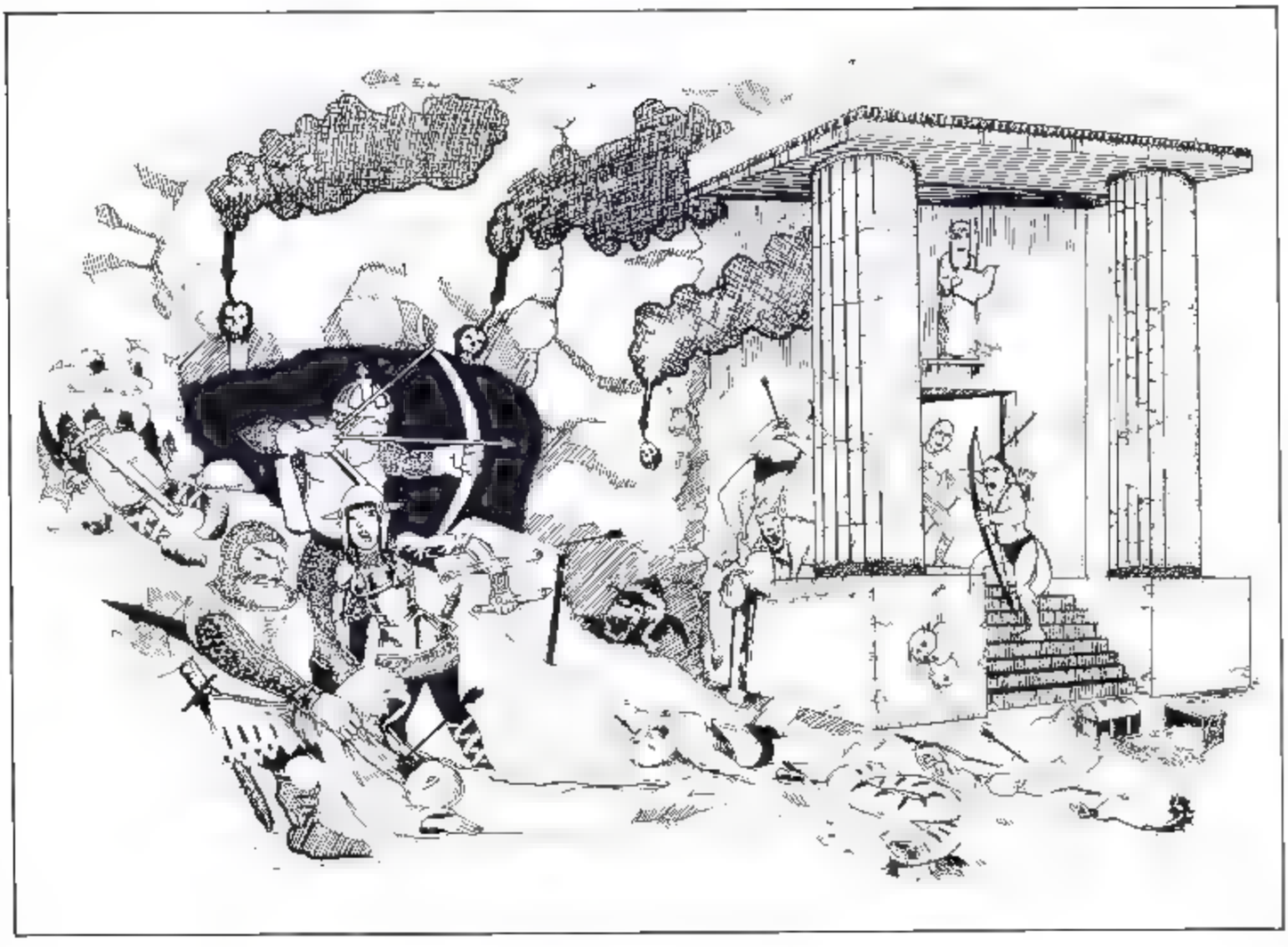
The Handicap prompt indicates whether monsters or party members have been given a speed handicap for the current round of combat. If monsters have been given a handicap, the prompt will show MONSTER + the number by which all monsters' speed has been increased.

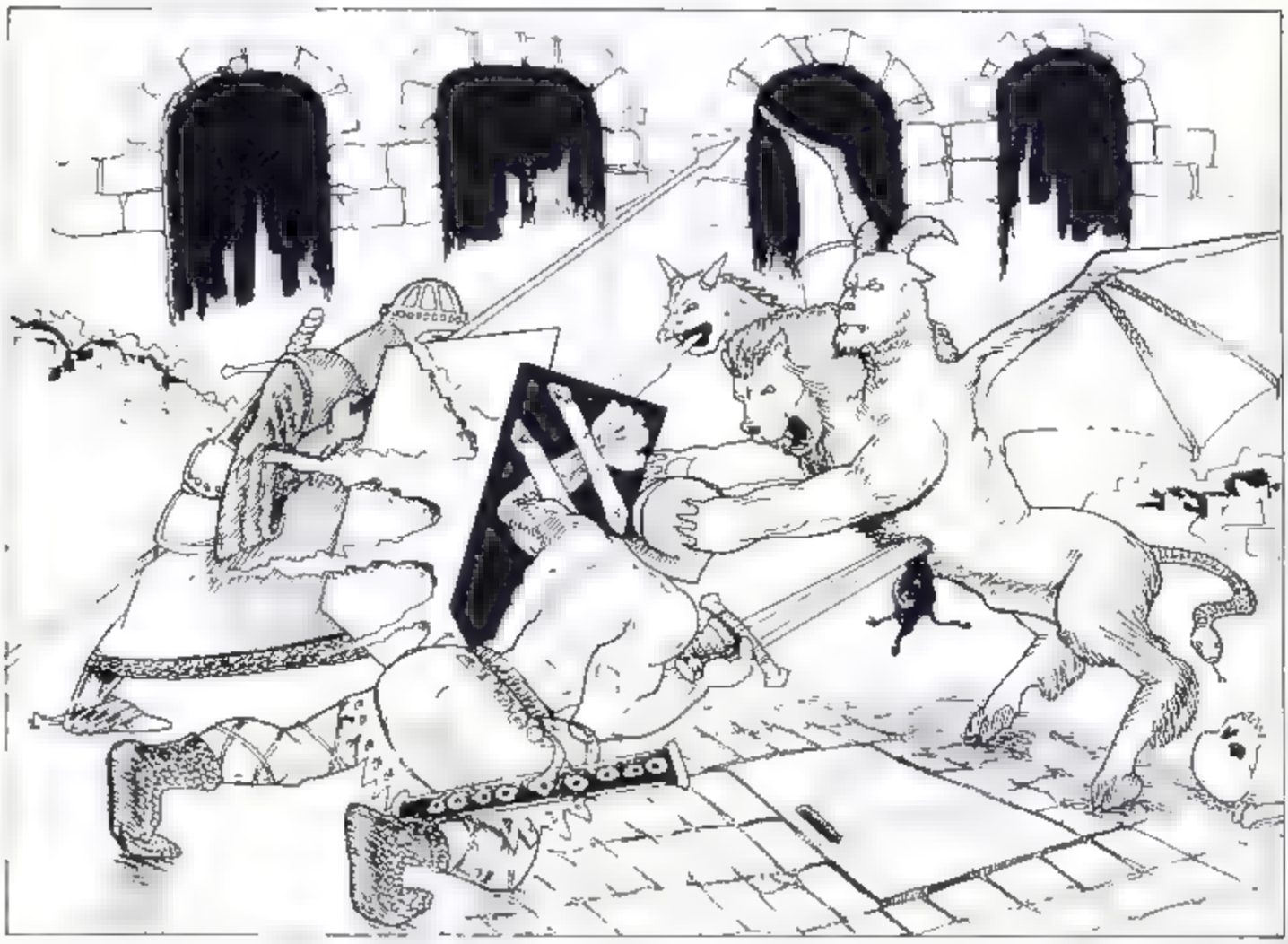
If party members have been given a handicap, the prompt will show PARTY + the number by which all party members' speed has been increased.

If neither monsters nor party members have been given a speed handicap, the prompt will show EVEN.

List of Characters

The character list at the bottom of the screen can be used to determine which character is in which battle position. An * in front of a character number on this list indicates that the character's condition is other than good.





Battle Options

When a party member has the combat initiative, the battle options available to that character appear at the bottom of the screen. There are a total of 8 possible battle options.

Once you complete a battle option, the results of your action appear on the screen almost immediately. The message remains for the duration set by the DELAY command or by default.

COMMAND	PRESS	EFFECT
ATTACK	A	Character attacks monster in the A position, with whatever weapon he/she has equipped. If the monster in the A position dies as a result of the attack, all other monsters move up one position.
FIGHT	F	Character attacks monster in any hand-to-hand battle position, with whatever weapon he/she has equipped. A prompt asks which monster is being attacked. Abort the command by pressing **ESC** before selecting a monster. You will return to the combat options list for another selection.

COMMAND	PRESS ·	EFFECT
EXCHANGE	E	Character changes battle position with any other member of the party. A prompt asks with which party member the exchange is to take place. Press **ESC** before selecting the exchange party member to abort the command and return to the combat options list for another selection
RETREAT	R	Character gives a general retreat command for the entire party. This command is similar to the Encounter retreat command, but has less chance of succeeding. The chances of success increase with each round of combat
SHOOT	S	Character fires missile weapon. This command appears for any party member who has a missile weapon equipped and is not engaged in hand-to-hand combat. It also appears for an archer, even if engaged in hand to-hand combat. A prompt asks at which monster the character is shooting. Press **ESC** before selecting a monster, to abort the command and return to the combat options list
CAST	C	Character casts a combat spell. This command only appears for spell casters. Prompts ask for spell level, spell number, and any other information required. Press **ESC** before entering final spell information, to abort command and return to the combat options list.
USE	U	Character activates special power for any item in his/her possession. A prompt shows all items in character's possession and asks which is to be used. Press **ESC** before selecting an item to abort the command and return to the combat options list
BLOCK	B	Character increases his/her Armor Class for that round only

For Advanced Players

To speed up combat, hold down **CTRL** and **A** together. The character with the combat initiative will

- attack the monster in position A, if engaged in hand-to-hand combat,
- shoot the monster in position A if not in hand to hand combat but in possession of a missile weapon,
- block, if neither in hand to hand combat nor in possession of a missile weapon

Battle Over

Combat continues until either side retreats or is completely destroyed. At the end of the battle, a message indicates the number of experience point gained in combat for each surviving member of your party. Party members who are dead, eradicated or turned to stone do not receive experience points.

After combat, the screen returns to the 3 D view of the world, and your journey continues.

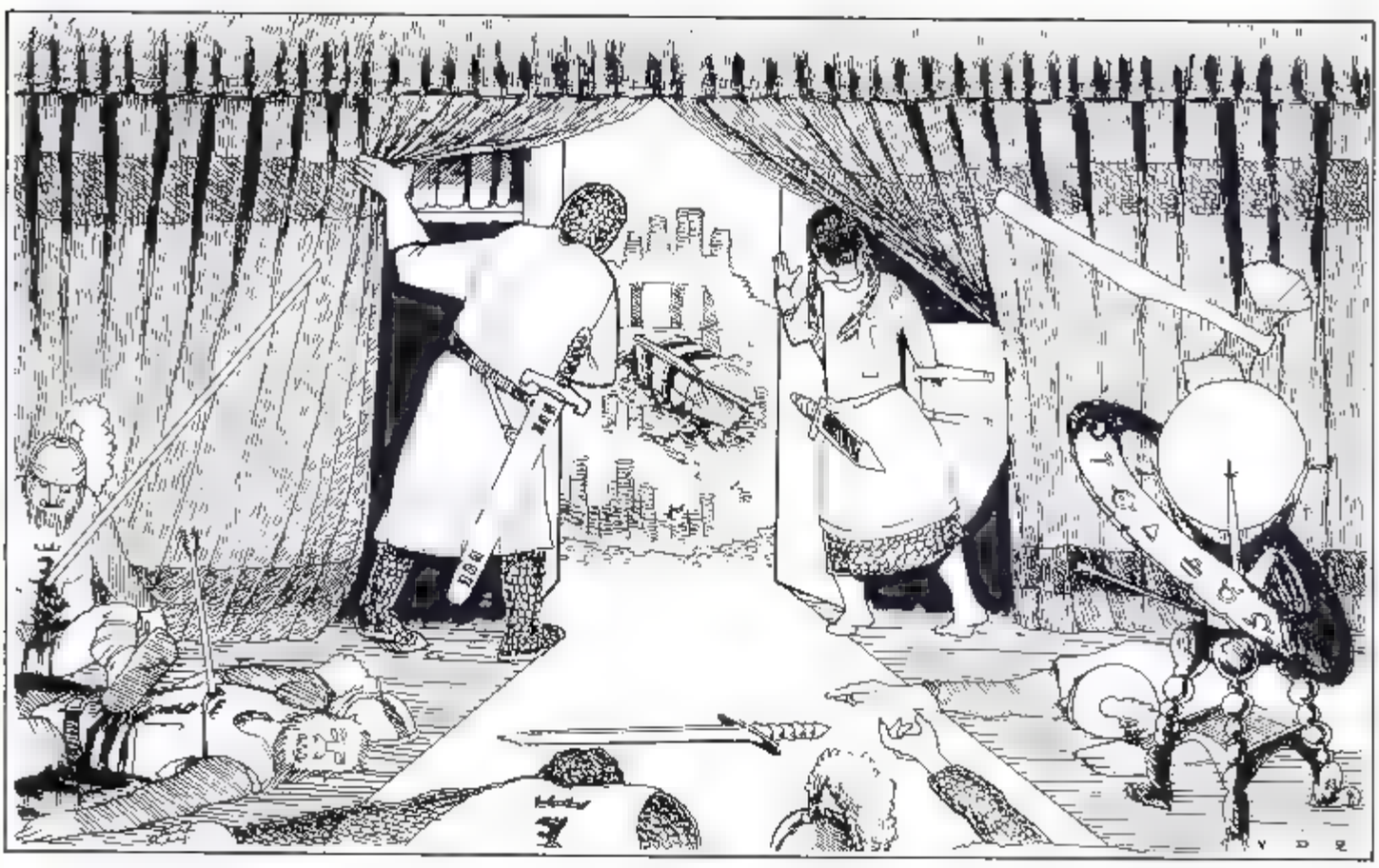
IMPORTANT: Before moving your party off the square within which combat occurred, SEARCH the square for treasure. Most monsters carry treasure of some sort with them. You may, of course, take care of other business (healing wounds, resting, etc.) before you search the square.

After combat, your party will return to its original marching order, regardless of any position changes made during combat.

GAME OVER

If you want to interrupt the game, but save the experience points and other abilities gained by your characters during the most recent game session, you must take your party to the inn in one of the five towns and SIGN IN. When you enter the inn, you will be asked if you want to sign in. By answering **Y** (Yes) you will save your character's current statistics and status on your disk B copy.

The next time you play, you may resume the game from the inn and town containing your party of adventurers.. or start from another town with a different party.



Beginners Guide to Adventure

The object of an adventure game is the game itself, rather than a particular goal. During the game you assume the roles of the characters in your party, sharing their uncertainties and adventures.

There are certain conventions to most adventure games, which may vary in detail but are essentially similar. These conventions are the subject of this chapter. The details are covered in the preceding chapters and the appendixes of this book.

The World

When you begin, the uncharted world of Might and Magic is as strange and unfamiliar to you as it is to your characters. It is up to you to map the world while traveling through it.

The world is divided into towns (there are five), underground caverns and dungeons, open terrain, rivers and seas, and mountainous areas. In general, the more dangerous an area is, the more treasure you can expect to find there...if you survive.

Towns are important because they contain:

- **Shops** where food, weapons, armor and other equipment may be purchased.
- **Temples** where sick or injured characters may be healed.
- **Training grounds** where characters may advance to higher experience levels, provided they have the required number of experience points.
- **Inns** where characters must be taken for safe harbor at the end of each game session, if the game information is to be saved.

Underground caverns and dungeons contain multiple levels, with the danger (and possible gains) increasing at each lower level.

Mountains and bodies of water frequently offer only one route of passage, which may be heavily guarded by dangerous monsters.

While detailed maps of the world provide you with a certain measure of security, they by no means guarantee your safety. Monsters may take up residence at any time in areas that were once free of danger. Magical portals may appear and disappear at random. Follow your maps, but be prepared to improvise.

Your Characters

Any character that you create — regardless of class, race, alignment or sex — starts out a little wet behind the ears. He/she is 18 years old and is at experience level 1.

A character's EXPERIENCE LEVEL is a measure of that character's power and abilities. It reflects the amount of adventuring and combat experience which the character has gained while traveling, measured in EXPERIENCE POINTS. At higher experience levels, a character is able to cast more powerful spells, is able to inflict greater damage in battle, and is able to sustain more damage from physical attack. A character rises to the next experience level *only* when he/she has accumulated the required number of experience points, from defeating monsters in battle, completing quests or performing other deeds of heroism.

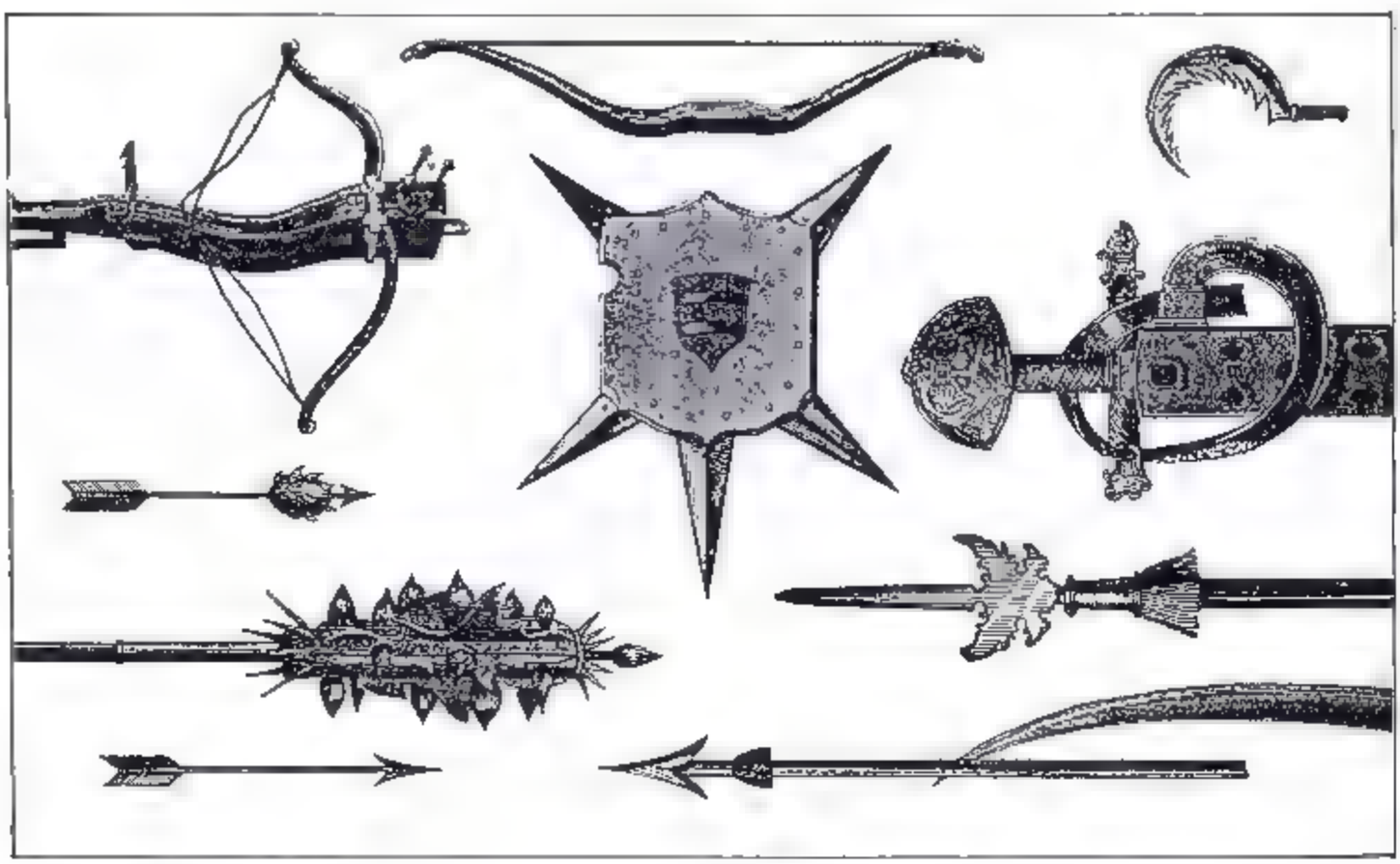
A character is defined by CLASS, RACE, ALIGNMENT and SEX, with class being the most significant characteristic. Class is determined by the number rating of 1-3 of the character's 7 VITAL STATISTICS. These 1-3 statistics are the character's PRIME STATISTICS.

It is important to note that while all characters of a particular class share certain abilities and limitations (imposed by their prime statistics) they are not all identical — particularly as the game progresses and they gain in experience at different rates. Other vital statistics, as well as the character's race, also subtly affect a character's abilities.

All characteristics are explained fully in Appendix A, and must be chosen by you when you create a character.

Weapons & Equipment

Different classes of characters are permitted to wear different types of armor and use different weapons. For example, a cleric may use only a club, mace, flail, staff or great hammer, but may carry a shield. Weapon and armor restrictions are described in detail in Appendix A.



Other equipment items (ropes, grappling hooks, etc.) are also available, and may be purchased in town shops or found along the way. However, it is necessary to choose carefully the articles which a character purchases or picks up.

Each character has a BACK PACK, in which he/she may carry up to 6 items. Once the pack is full, new items can be added only after discarding another item or shifting it to another character's pack.

In addition to the back pack, each character can wear or carry another 6 items which are EQUIPPED or readied for use. Items such as armor and most weapons *must* be equipped in order to use them. If a character goes into combat with armor and weapons safely stashed in his/her pack, they will be of no use whatsoever. There are restrictions regarding the number and types of armor and weapons which may be simultaneously equipped. These restrictions are explained in Appendix A.

Monsters

The term MONSTER is a little misleading, for it implies danger and evil. There are over 200 *types* of monsters in the world of Might and Magic and each one is different. Some are highly dangerous and extremely difficult to defeat. Some would rather be bribed than fight. Others are relatively timid and will run away when you approach them. A few may even help you.

In general, the monsters you encounter will be proportionate with the overall experience level of your party. As your characters advance to higher experience levels, they will encounter more dangerous monsters. Since monsters usually guard treasure of one sort or another, more advanced characters will also have greater opportunities to increase their wealth.

Quests

As you journey, you will meet various inhabitants of the world (other than monsters) who may offer you quests, or seek your assistance on their own quests. You will always have the option of accepting or refusing any quest offered. However, if you accept, you must complete the quest in order to gain experience points. If you abandon a quest before it is completed, your characters may actually lose points, unless you are released from your quest by a spell or other encounter.

Spells

Only certain classes of characters may cast spells. (See Appendix A.) There are 94 different spells, divided into CLERIC and SORCERER spells, with 7 SPELL LEVELS in each division. Characters who may cast cleric spells may not cast sorcerer spells, and vice versa.

The level of spell which a character may cast is determined by his/her experience level. When you first begin, concentrate only on Level 1 spells, since these are the only spells which beginning characters will be able to cast. New spells are gained every other experience level.

All spells cost a certain number of SPELL POINTS. Higher level spells may also cost a number of magical GEMS. Most spell casting characters begin with a small number of spell points and gain additional points with each experience level reached. Gems must be found along the way.

All spells are completely described in Appendix B of this book.

APPENDIX A

Details & Options

Character Statistics

Each character receives a random rating from 3 to 18, in each of 7 vital statistics. Because these ratings establish a character's strengths, weaknesses and abilities, they also determine his/her *class* (knight, paladin, archer, cleric, sorcerer, robber).

Throughout the game, a character's actions, discoveries and battles may affect one or more of his/her vital statistics. Certain spells may even cause a vital statistic to exceed the normal maximum rating of 18. If, however, any vital statistic drops to 0, the result is death for the character.

INTELLECT Any character's general knowledge. Of particular importance to sorcerers and archers, as it affects sorcerer spell points.

MIGHT Any character's strength. Of particular importance to knights and paladins, as it affects the damage done by a character in battle.

PERSONALITY Any character's general charisma. Of particular importance to paladins and clerics, as it affects cleric spell points.

ENDURANCE Any character's stamina in battle. Of particular importance to knights and paladins, as it affects Hit Points (the amount of damage that can be sustained before death).

SPEED Any character's quickness and agility. Higher speeds increase a character's Armor Class. Speed also determines the order of combat during the battle, with the fastest character or monster going first.

ACCURACY Any character's ability to land a blow on the enemy during combat. Of particular importance to archers.

LUCK Any character's chance of succeeding, when all else fails. A random element whose effects cannot be predicted.

Character Classes

KNIGHT Prime statistic: MIGHT
Hit points gained per experience level: 1-12*
Spell skills: None

A knight begins with the greatest number of Hit Points and best all-around fighting skills of any character. He/she can use any weapon or item of armor, unless of opposite alignment or designed exclusively for another class. At higher experience levels a knight gains the ability to attack more than once in each combat round.

PALADIN Prime statistics: MIGHT, PERSONALITY, ENDURANCE
Hit points gained per experience level: 1-10*
Spell skills: Clerical, at higher experience levels

A paladin can use any weapon or item of armor, unless of opposite alignment or designed exclusively for another class. General fighting skills are equal to an archer's except that a paladin cannot use missile weapons during hand-to-hand combat.

ARCHER Prime statistics: INTELLECT, ACCURACY
Hit points gained per experience level: 1-10*
Spell skills: Sorcerer, at higher experience levels

An archer can use any weapon unless of opposite alignment or designed exclusively for another class. An archer can wear only chain mail or lighter armor, and cannot carry a shield. An archer can use any missile weapon, even during hand-to-hand combat.

CLERIC. Prime statistic: PERSONALITY
Hit points gained per experience level: 1-8*.
Spell skills: Cleric (defensive, healing)

A cleric can use chain mail or any lighter armor, and can carry a shield. Weapons are restricted to club, mace, flail, staff and or great hammer. A cleric may not use missile weapons. At higher experience levels, a cleric gains the ability to use higher level spells.

SORCERER. Prime statistic: INTELLECT
Hit points gained per experience level: 1-6*
Spell skills: Sorcerer (offensive, combative)

A sorcerer may wear only padded armor and may not carry a shield. Weapons are limited to club, dagger and or staff. As a sorcerer advances in experience level, he/she gains the ability to use more powerful, high level spells.

ROBBER. Prime statistic: NONE
Hit points gained per experience level: 1-8*
Spell skills: None

A robber's armor is limited to ring mail and shield. Weapons include sling, crossbow and all one-handed weapons, such as a short sword or dagger. As experience levels increase, the robber increases his/her ability to pick locks and disarm traps. A robber's fighting abilities equal those of a cleric.

In selecting characters to make up a party of adventures, it is a good idea to start with one member from each class. This allows you to avail yourself of the special skills and abilities offered by each class.

*The number of Hit Points gained per experience level may be increased by a character's endurance rating. The number of Hit Points with which each character starts the game is equal to the maximum number of points which each can gain per level, modified by endurance rating.

Character Race

Although there are no restrictions on the race to which any character may belong, selection of certain races may change the rating on one or more of a character's vital statistics In addition, different races have different hidden strengths, which do not show up in a character profile In general, these are·

HUMAN. Strong resistance to fear Some resistance to sleep spells

ELF. Strong resistance to fear.

DWARF. Some resistance to poison

GNOME. Some resistance to magic spells.

HALF-ORC. Moderate resistance to sleep spells

Although racial resistances are never noted during the game, they may be important in overcoming the effects of various forms of magical attack. It is therefore a good idea to strive for a racially mixed group, when creating a party.

Character Alignment

In Might and Magic, good and evil are not absolute, but rather a measure of the character's inclinations when confronted by the unknown. Throughout the game, a character's responses to encounters and combat can shift his/her alignment, as can certain spells.

A character's alignment will occasionally restrict his/her activities while adventuring. Certain places, items and weapons are designated good or evil. These cannot be entered or used by character of *opposite* alignment. A *neutral* character can enter an alignment restricted place, but cannot use a restricted item.

Sex Of Character

Sex in Might and Magic means gender Any character may be either male or female Sex does not affect a character's vital statistics, or normally restrict his/her activities during the game. However, it is still advisable to include both male and female characters in your party, since you may encounter items, places and and or activities that are available only to members of one sex or the other.

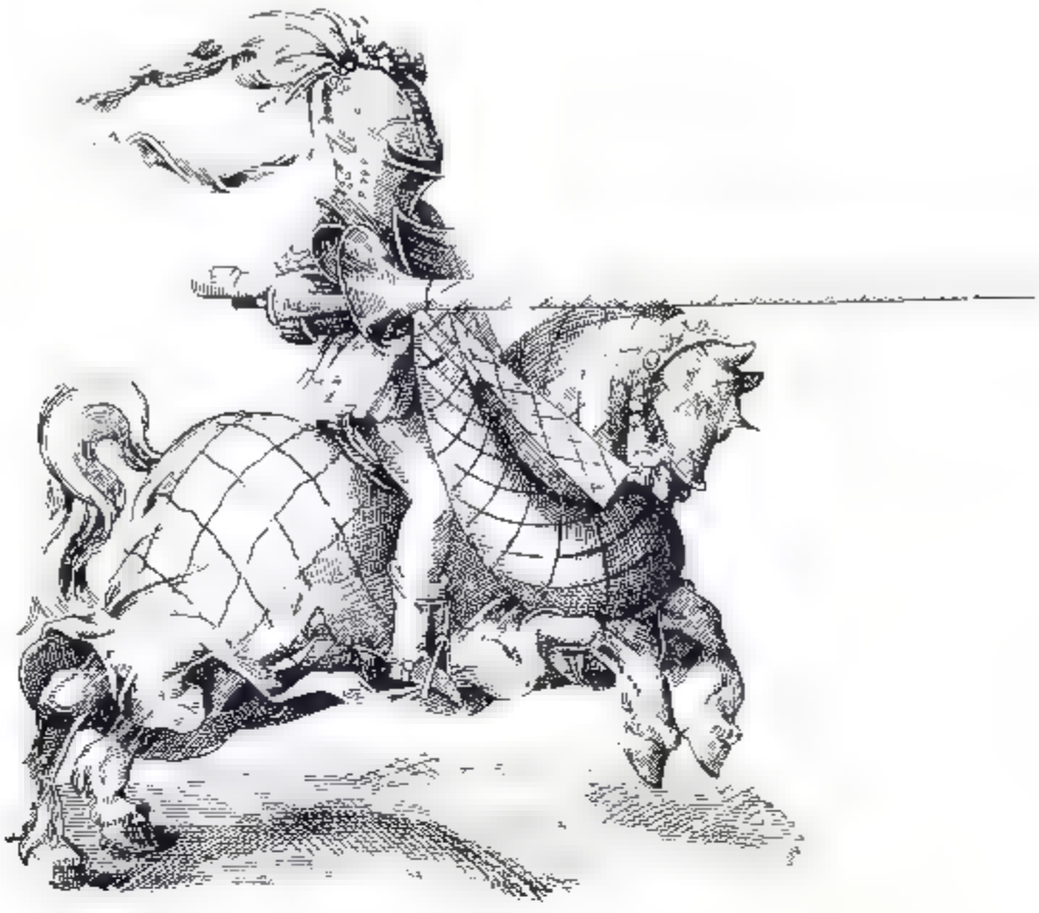
Character Status

On the Character Profile Screen you will find abbreviated information about an individual character's status, in a number of different areas. These include.

CHARACTER OPTIONS: Assigned when you created the character These include name, sex, alignment, race and class.

LEVEL: The experience level which the character has achieved This starts at 1 and rises as the character gains experience through combat and training. At higher levels, a character gains in abilities and power according to his/her class

SPELL POINTS: Number of points available for use in casting spells Each spell costs a certain number of spell points, usually equal to the level of the spell Shown are the current accumulation of points the maximum accumulation of points. In parentheses is the highest level of spell which that character can cast.

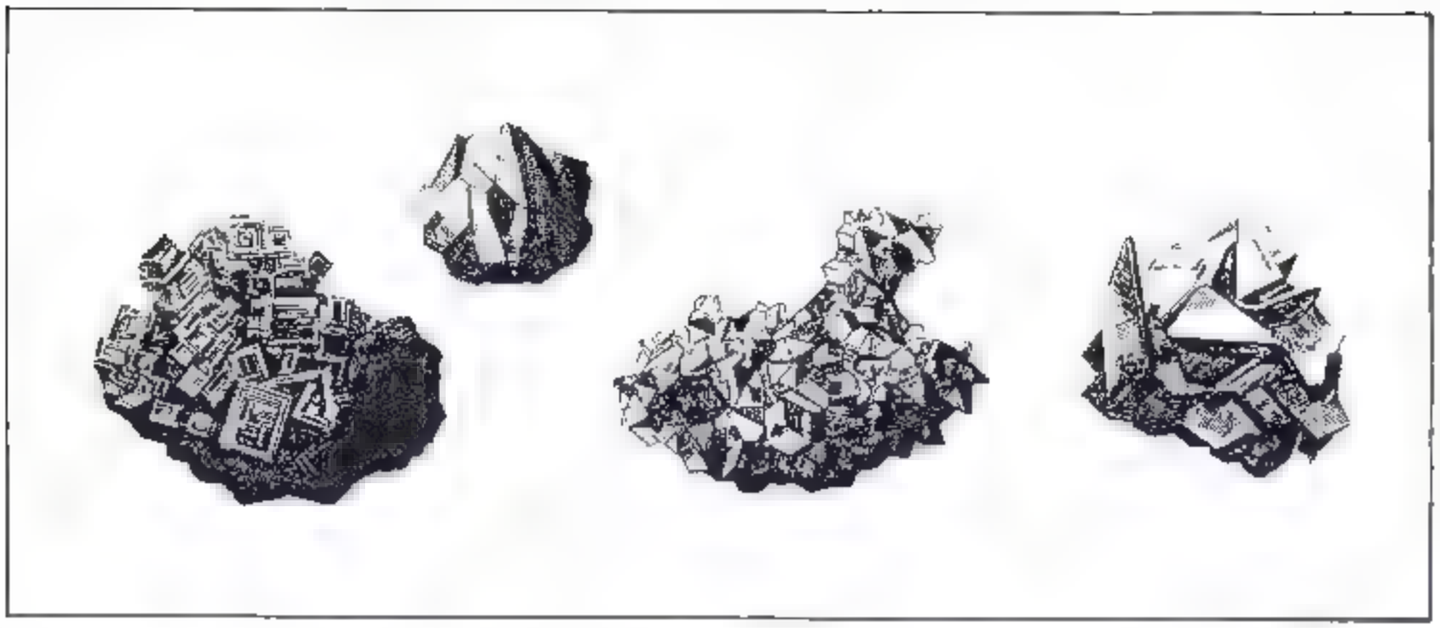


HIT POINTS: Number of damage points which the character can sustain in combat. At 0 unconsciousness sets in. Any damage after that results in death. Shown are the current number of points/the maximum number which can be accumulated.

ARMOR CLASS: This number denotes a character's vulnerability to physical attack in combat. The higher the number, the less chance that a character will sustain damage from an attack. Normally ranges from 0 to 30, depending on such things as armor, shields, speed, spells, etc.

AGE: Starts at 18 and grows older as the game progresses. As a character ages, his/her skills begin to deteriorate as vital statistic ratings drop. After about age 80, a character can die while resting overnight, from old age. Age can be delayed or reversed by a rejuvenation spell.

EXPERIENCE POINTS: A running total of all points gained from defeating monsters, completing quests, etc. Experience points determine a character's eligibility for various types of training and for advancement to the next experience level. Approximately 2000 points are needed to advance from level 1 to level 2. Point requirements generally double with each subsequent level.



GEMS: Number of magical gems which the character is carrying. This number starts at 0 for all characters. Gems, which must be found, are required to cast many higher spells.

GOLD: Number of gold pieces which the character is carrying. Gold is needed to purchase armor, weapons, food and other useful items. Gold starts at 0 and must be acquired along the way.

FOOD: The number of food units which a character is carrying. One unit equals a one-day supply of food. One food unit is needed to regain Hit Points and or Spell Points during rest. Each character starts with 10 food units and may carry a maximum of 40 food units.

CONDITION: Character's overall state, i.e., good, poisoned, asleep, unconscious, dead, etc. More than one condition (other than good) may exist simultaneously. Any condition other than good should be remedied as soon as possible.

EQUIPPED: Items in character's possession which have been equipped for use. Items which must be equipped before they can be used include armor, shield, weapons, cloak, etc. (in general, any item which must be carried, worn or prepared for use). Up to 6 items may be equipped at a time. Items are restricted by the laws of logic; i.e., only one suit of armor at a time, only one 2 handed weapon, and so forth.

BACK PACK: Items being carried in character's back pack. Items in back pack are not (and may not need to be) equipped for use. Up to 6 items may be carried in a back pack at a time. Items can be discarded, added or shifted while adventuring.

Armor, Weapons & Equipment

Seven types of armor, 22 different weapons, and a wide variety of adventuring items (rope, torches, etc.) are available for purchase, to help your party. Hundreds of magical items, weapons and armor can also be found.

Most standard articles, can be purchased in the various town shops. When you enter a shop, you will be presented with a list of available items and prices. As a rule, the more expensive articles are more powerful, offer greater protection, etc.

A WORD TO THE WISE. Don't waste money purchasing items which your character cannot equip due to class restrictions.

Spells

There are 94 spells 47 clerical and 47 sorcerer with 7 levels in each division A spell caster may cast spells at any level up to the *maximum* level shown on his her Character Profile The LEVEL NUMBER must be entered at the **Level:** prompt when casting a spell New spells are gained every other experience level

The spell descriptions in this appendix include:

NUMBER: The number preceding the spell name Enter this number at the **Number:** prompt when casting a spell

NAME: Generally descriptive of what the spell does

COST: The number of spell points (SP) and, in some cases, gems required and used up in casting the spell

TYPE: When and where the spell may be cast Some spells may only be cast during combat, some only in non-combat situations some anytime Most spells may be cast anywhere, so this may be assumed unless a spell is marked specifically Indoor or Outdoor

OBJECT: Character(s) or monster(s) affected by the spell If a spell affects a single character or monster a prompt will ask *which* character or monster, when you cast the spell

DESCRIPTION: Additional information about the spell

NOTE Most monsters have some type of defense against magic There is no guarantee that a spell cast against a monster will succeed, or inflict the full damage intended Spells which are cast for the duration of combat may be undone by the monster before combat is over After each round, a monster will attempt to overcome any spell against him and may succeed Some monsters may even cast a "Dispell," removing all existing spells against both monsters and characters

Clerical Spells

Level 1

1. NAME: Awaken
   COST: 1 SP
   TYPE: Combat
   OBJECT: All sleeping party members
   DESCRIPTION: Awakens all sleeping members of the party, instantaneously cancelling the sleep condition. May be critical if party is attacked during rest.

2. NAME: Bless
   COST: 1 SP
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION. Increases the accuracy with which all characters fight, for the duration of combat.

3. NAME: Blind
   COST: 1 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Blinds the affected monster for the duration of combat or until it overcomes the spell. Forced to rely on other senses, the monster's chances of landing a blow are diminished.

4. NAME: First Aid
   COST: 1 SP
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Heals minor battle wounds, restoring 8 Hit Points to that character

5. NAME: Light
   COST: 1 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Gives the party 1 light factor, which is sufficient to light up 1 dark area. Multiple light spells can be cast to accumulate multiple light factors.

6. NAME: Power Cure
   COST: 1 SP per experience level of caster + **1 Gem**
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Restores character's health and 1-10 Hit Points per experience level of caster

7. NAME: Protection From Fear
   COST: 1 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all characters' resistance to fear and spells of intimidation. Amount of the increase depends on experience level of the caster. Spell lasts 1 day

8. NAME: Turn Undead
   COST: 1 SP
   TYPE: Combat
   OBJECT: All undead monsters
   DESCRIPTION: Destroys some or all undead monsters, depending on caster's experience level and monster's power level

Clerical Spells

Level 2

1. NAME: Cure Wounds
   COST: 2 SP
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Cures more serious wounds, restoring 15 Hit Points to the character

2. NAME: Heroism
   COST: 2 SP + **1 Gem**
   TYPE: Combat
   OBJECT: 1 character of same alignment as caster
   DESCRIPTION: Bestows 6 additional Hit Points and temporarily elevates character 2 levels of experience. Spell lasts for the duration of combat

3. NAME: Pain
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 monster, not undead
   DESCRIPTION: Cripples monster with pain, inflicting 2-12 damage points, unless the monster is immune to pain

4. NAME: Protection From Cold
   COST: 2 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all character's resistance to cold or freezing spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

5. NAME: Protection From Fire
   COST: 2 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all character's resistance to fire or heat spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day

6. NAME: Protection From Poison
   COST: 2 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all characters' resistance to poison and poisonous spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day

7. NAME: Silence
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Prevents the monster from casting spells for the duration of combat, or until it overcomes the spell

8. NAME: Suggestion
   COST: 2 SP
   TYPE: 1 monster
   DESCRIPTION: Coerces monster into refraining from attack, unless it is attacked. Lasts for the duration of combat, or until the monster overcomes the spell

Clerical Spells

Level 3

1. NAME: Create Food
   COST: 3 SP + **1 Gem**
   TYPE: Non-combat
   OBJECT: Spell caster
   DESCRIPTION: Adds 6 food units to caster's food supply. Caster may then distribute food among other party members, if he/she desires.

2. NAME: Cure Blindness
   COST: 3 SP
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Restores sight to that character, instantaneously removing the blinded condition.

3. NAME: Cure Paralysis
   COST: 3 SP
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Restores movement to that character, instantaneously removing the paralyzed condition.

4. NAME: Lasting Light
   COST: 3 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Bestows 20 light factors on the party, for use in dispelling darkness

5. NAME: Produce Flame
   COST: 3 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Attacks monster with a jet of flame that inflicts 3-18 damage points, providing monster is not immune to fire

6. NAME: Produce Frost
   COST: 3 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Inflicts severe frostbite on monster, doing 3-18 points of damage, unless monster is immune to cold

7. NAME: Remove Quest
   COST: 3 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Releases party from its commitment to a quest.

8. NAME: Walk On Water
   COST: 3 SP+**1 Gem**
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Creates a floating sand dune upon which the party may walk on. Lasts 1 day.

Clerical Spells

Level 4

1. NAME: Cure Disease
   COST: 4 SP
   TYPE: Non-combat
   OBJECT: 1 character
   DESCRIPTION: Restores full health to sick character, instantaneously removing the diseased condition

2. NAME: Neutralize Poison
   COST: 4 SP
   TYPE: Non-combat
   OBJECT: 1 character
   DESCRIPTION: Flushes poison out of character's system, instantaneously removing the poisoned condition

3. NAME: Protection From Acid
   COST: 4 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all characters' resistance to acid attacks. Amount of the increase depends on the caster's experience level. Spell lasts 1 day

4. NAME: Protection From Electricity
   COST: 4 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all characters' resistance to electrical attacks. Amount of the increase depends on the caster's experience level. Spell lasts 1 day

5. NAME: Restore Alignment
   COST: 4 SP + **2 Gems**
   TYPE: Non-combat
   OBJECT: 1 character
   DESCRIPTION: Restores a character's original alignment, after actions and responses have caused it to shift

6. NAME: Summon Lightning
   COST: 4 SP
   TYPE: Combat, Outdoors
   OBJECT: Up to 3 monsters not in hand-to-hand combat
   DESCRIPTION: Zaps monsters with lightning bolts, inflicting 4-32 damage points on each monster not immune to lightning

7. NAME: Super Heroism
   COST: 4 SP + **2 Gem**
   TYPE: Combat
   OBJECT: 1 character
   DESCRIPTION: Temporarily bestows 10 additional Hit Points and 3 additional experience levels on character. Lasts for the duration of combat

8. NAME: Surface
   COST: 4 SP + **2 Gems**
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Instantly transports all party members from an underground location to ground surface

Level 5

1. NAME: Deadly Swarm
   COST: 5 SP
   TYPE: Combat, Outdoor
   OBJECT: All monsters
   DESCRIPTION: Sends a swarm of killer insects against the monsters, inflicting 2-20 damage points against each monster.

2. NAME: Dispell Magic
   COST: 5 SP
   TYPE: Anytime
   OBJECT: All characters and monsters
   DESCRIPTION: Cancels all magic spells currently active both for characters and monsters.

3. NAME: Paralyze
   COST: 5 SP
   TYPE: Combat
   OBJECT: All monsters in hand to hand combat
   DESCRIPTION: Attempts to immobilize all monsters and prevent them from fighting. May be partially or completely ineffective on some or all monsters.

4. NAME: Remove Condition
   COST: 5 SP+3 Gems
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Releases character from all undesirable conditions except dead, stoned or eradicated

5. NAME: Restore Energy
   COST: 5 SP+3 Gems
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Replaces 1-5 experience levels that have been lost or drained from character, up to his/her former level.

Level 6

1. NAME: Moon Ray
   COST: 6 SP + **4 Gems**
   TYPE: Combat, Outdoors
   OBJECT: All characters and monsters
   DESCRIPTION: Bathes all combatants in a beneficent ray that bestows 3-30 Hit Points on each character and removes 3-30 Hit Points from each monster

2. NAME: Raise Dead
   COST: 6 SP + **4 Gems**
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Brings the character back to life, removing the dead condition. Spell carries a moderate chance of failure and a remote chance of eradicating the character

3. NAME: Rejuvenate
   COST: 6 SP + **4 Gems**
   TYPE: Non-combat
   OBJECT: 1 character
   DESCRIPTION: A fountain of youth that trims 1-10 years off a character's age, restoring his/her abilities to the younger level. Spell carries some risk of producing the opposite effect

4. NAME: Stone to Flesh
   COST: 6 SP + **4 Gems**
   TYPE: Anytime
   OBJECT: 1 character
   DESCRIPTION: Re-animates a character who has been turned to stone, removing the stoned condition

5. NAME: Town Portal
   COST: 6 SP + **4 Gems**
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Opens a temporary portal to any town and moves the party through the portal to that town

Clerical Spells

Level 7

1. NAME: Divine Intervention
   COST: 7 SP + **10 Gems**
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION: Intercedes with supernatural forces to restore all characters' Hit Points and remove all undesirable conditions, except eradicated

2. NAME: Holy Word
   COST: 7 SP + **5 Gems**
   TYPE: Combat
   OBJECT: All undead monsters
   DESCRIPTION: Utters a single word of devastating power, that totally destroys all undead monsters.

3. NAME: Protection From Elements
   COST: 7 SP + **5 Gems**
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all characters' resistance to fear, cold, fire, poison, acid and electricity. Amount of the increase depends on the caster's experience level. Spell lasts 1 day

4. NAME: Resurrection
   COST: 7 SP + **5 Gems**
   TYPE: Non-combat
   OBJECT: 1 character
   DESCRIPTION: Removes the eradicated condition from the character, adding 10 years to his/her age and subtracting 1 endurance point from his/her vital statistics. There is a chance that the spell will fail

5. NAME: Sun Ray
   COST: 7 SP + **5 Gems**
   TYPE: Combat, Outdoors
   OBJECT: 1 monster
   DESCRIPTION: Sears the monster with a focused ray of deadly light, inflicting 50-100 damage points.

Level 1

1. NAME: Awaken
   COST: 1 SP
   TYPE: Combat
   OBJECT: All sleeping party members
   DESCRIPTION: Awakens all sleeping members of the party, instantaneously cancelling the sleep condition. May be critical if party is attacked during rest.

2. NAME: Detect Magic
   COST: 1 SP
   TYPE: Non-combat
   OBJECT: Spell caster
   DESCRIPTION: Reveals any magical items in caster's back pack, and notes the number of magical charges remaining in any item which must be charged for use. Also detects any magic surrounding or inside a chest, sack, box, etc.

3. NAME: Energy Blast
   COST: 1 SP per experience level of caster **+1 Gem**
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Zaps the monster with a blast of pure energy, inflicting 1-4 damage points per experience level of caster.

4. NAME: Flame Arrow
   COST: 1 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Sends a burning shaft into the monster, inflicting 1-6 points of fire damage, unless monster is immune to fire.

5. NAME: Leather Skin
   COST: 1 SP
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Toughens all characters' skin, so that attacks from monsters bounce off rather than hitting

6. NAME: Light
   COST: 1 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Gives the party 1 light factor, sufficient to light a single darkened square. Multiple light spells can be cast, to accumulate light factors.

7. NAME: Location
   COST: 1 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Gives precise information on party's location. May be critical when party is lost or magically transported. In general, this spell is the key to successful mapping.

8. NAME: Sleep
   COST: 1 SP
   TYPE: Combat
   OBJECT: Up to 5 monsters
   DESCRIPTION: Casts monsters into a deep sleep, preventing them from attacking. Effective until monster is damaged or overcomes the spell.

Sorcerer Spells

Level 2

1. NAME: Electric Arrow
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Electrocutes a monster, inflicting 2-12 damage points, unless monster is immune to electrical attack

2. NAME: Hypnotize
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Uses the power of suggestion to prevent a monster from attacking. Effective until monster is attacked or overcomes the spell.

3. NAME: Identify Monster
   COST: 2 SP + **1 Gem**
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Informs caster of the nature of any one monster during combat

4. NAME: Jump
   COST: 2 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION. Gives all characters super strength, enabling them to jump 2 squares forward, providing there are no magical obstructions (force fields, etc.) in the way.

5. NAME: Levitate
   COST: 2 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Raises all characters above ground level, protecting them from various dangers for 1 day

6. NAME: Power
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 character
   DESCRIPTION: Boosts that character's Might by 1-4 points for the duration of combat. Increases the potency of character's attacks on monsters.

7. NAME: Quickness
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 character
   DESCRIPTION: Boosts character's Speed by 1-4 points for the duration of combat, moving him/her further forward in order of combat.

8. NAME: Scare
   COST: 2 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Strikes fear into the monster's heart, decreasing its probability of hitting a character during combat.

Level 3

1. NAME: Fire Ball
   COST: 1 SP per experience level of caster + **1 Gem**
   TYPE: Combat
   OBJECT: 1-5 monsters not in hand-to-hand combat
   DESCRIPTION: Rolls a deadly ball of fire into the monsters' midst, inflicting 1-6 damage points per level of experience on each monster

2. NAME: Fly
   COST: 3 SP
   TYPE: Non-combat, Outdoors
   OBJECT: Entire party
   DESCRIPTION: Grants magical flight to all characters, allowing the party as a whole to move to any other outdoor area. The party will land in the safest square in that area.

3. NAME: Invisibility
   COST: 3 SP + **1 Gem**
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION: Drops a cloak of invisibility over all characters, greatly decreasing the monsters' chances of hitting them

4. NAME: Lightning Bolt
   COST: 1 SP per experience level of caster + **1 Gem**
   TYPE: Combat
   OBJECT: 1-3 monsters
   DESCRIPTION: Blasts the monsters with a gigantic lightning bolt that inflicts 1-6 damage points per level of experience on each monster

5. NAME: Make Room
   COST: 3 SP
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION: Expands a narrow corridor or area during combat, allowing the first 5 characters in the party to engage in hand to hand combat.

6. NAME: Slow
   COST: 3 SP
   TYPE: Combat
   OBJECT: All monsters
   DESCRIPTION: Places an invisible force field around all monsters' feet, slowing them down to 1/2 their original speed and putting them farther back in order of combat.

7. NAME: Weaken
   COST: 3 SP + **1 Gem**
   TYPE: Combat
   OBJECT: All monsters
   DESCRIPTION: Drains power from all monsters, reducing each monster's Hit Points by 2 and Armor Class by 1

8. NAME: Web
   COST: 3 SP
   TYPE: Combat
   OBJECT: 1-5 monsters not in hand to hand combat
   DESCRIPTION: Wraps 1-5 monsters in a supernatural web, preventing them from fighting for the duration of combat or until they escape.

Level 4

1. NAME: Acid Arrow
   COST: 4 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Attacks with corrosive acid that inflicts 3-30 damage points, unless the monster is immune to acid

2. NAME: Cold Beam
   COST: 4 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION. Attacks with a beam of intense cold that penetrates to the monster's heart and inflicts 4-40 damage points, unless the monster is immune to cold

3. NAME: Feeble Mind
   COST: 4 SP + 2 Gems
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION Erases the monsters brain, removing all its abilities for the duration of combat or until the monster overcomes the spell.

4. NAME: Freeze
   COST: 4 SP
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION: Immobilizes the monster, preventing it from attacking for the duration of combat. Monster's chance of overcoming this spell is very small.

5. NAME. Guard Dog
   COST: 4 SP
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Places a supernatural guard over party, preventing surprise attacks for 1 day.

6. NAME: Psychic Protection
   COST: 4 SP + 2 Gems
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Grants all characters immunity from mind influencing spells for 1 day.

7. NAME: Shield
   COST: 4 SP + 2 Gems
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION: Creates an invisible shield which surrounds the party and protects all characters from most missile weapons for the duration of combat

8. NAME: Time Distortion
   COST: 4 SP + 2 Gems
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION. Creates a warp in time that enables the party to retreat safely from most battles

Sorcerer Spells

Level 5

1. NAME: Acid Rain
   COST: 5 SP
   TYPE: Combat, Outdoor
   OBJECT: All monsters not in hand to hand combat
   DESCRIPTION: Unleashes a torrent of acid rain that inflicts 5-50 damage points on each monster, unless immune to acid.

2. NAME: Dispell Magic
   COST: 5 SP
   TYPE: Anytime
   OBJECT: All characters and monsters
   DESCRIPTION: Cancels all magic spells currently active, both for characters and monsters.

3. NAME: Finger of Death
   COST: 5 SP+3 Gems
   TYPE: Combat
   OBJECT: 1 monster not undead
   DESCRIPTION: Channels the ancient power of all dead sorcerers through the caster, resulting in death to the monster at whom the caster points a finger.

4. NAME: Shelter
   COST: 5 SP+3 Gems
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Provides 1 day's rest free of the danger of encounter

5. NAME: Teleport
   COST: 5 SP+3 Gems
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Instantly moves the party from its present position, up to 9 squares in any direction.

Level 6

1. NAME. Dancing Sword
   COST: 6 SP + **4 Gems**
   TYPE: Combat
   OBJECT. All monsters
   DESCRIPTION: A magical sword that moves with lightning speed, inflicting 1 30 damage points on each monster. The sword cannot be avoided, nor can the damage from it be minimized

2. NAME: Disintegration
   COST: 6 SP + **4 Gems**
   TYPE: Combat
   OBJECT: 1 monster
   DESCRIPTION. Reduces the monster to a pile of dust, utterly destroying it

3. NAME. Etherealize
   COST: 6 SP + **4 Gems**
   TYPE: Non-Combat
   OBJECT. Entire party
   DESCRIPTION Alters all characters' molecular structure long enough to allow them to move 1 square forward through any special barrier (force field, etc.).

4 NAME: Protection From Magic
   COST: 6 SP + **4 Gems**
   TYPE: Anytime
   OBJECT: Entire party
   DESCRIPTION: Increases all characters' resistance to magic. Amount of the increase depends on experience level of caster. Spell lasts 1 day

5 NAME. Recharge Item
   COST. 6 SP + **4 Gems**
   TYPE: Non-combat
   OBJECT: Spell caster
   DESCRIPTION. Restores 1-4 charges to any item in caster's back pack that still has 1 magical charge remaining Some risk that the spell will fail and destroy the item

Level 7

1. NAME: Astral Spell
   COST: 7 SP + **5 Gems**
   TYPE: Non-combat
   OBJECT: Entire party
   DESCRIPTION: Transports all characters' to the astral plane. This highly dangerous and unpredictable area is otherwise impossible to reach.

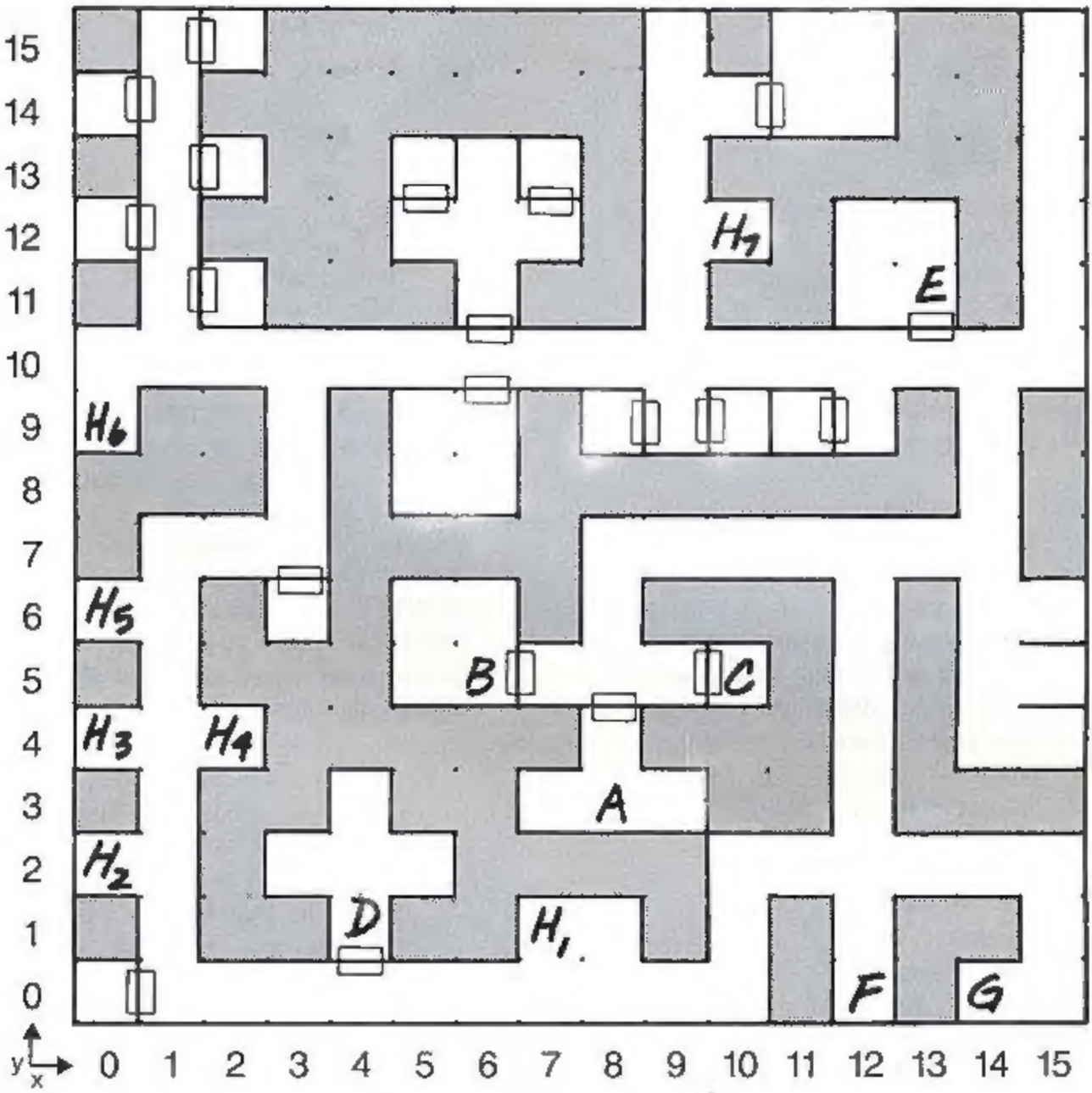
2. NAME: Duplication
   COST: 7 SP + **100 Gems**
   TYPE: Non-combat
   OBJECT: Spell caster
   DESCRIPTION: Allows the caster to exactly duplicate any 1 item in his/her back pack, provided that there is room in the caster's pack for the new item. Small chance that the spell will fail and destroy the original item.

3. NAME: Meteor Shower
   COST: 7 SP + **5 Gems**
   TYPE: Combat, Outdoors
   OBJECT: All monsters
   DESCRIPTION: Buries all monsters under a hail of meteors, inflicting 1-120 damage points on each monster.

4. NAME: Power Shield
   COST: 7 SP + **5 Gems**
   TYPE: Combat
   OBJECT: Entire party
   DESCRIPTION: Reduces the damage inflicted on all characters by any attack, by 1/2. Lasts for the duration of combat.

5. NAME: Prismatic Light
   COST: 7 SP + **5 Gems**
   TYPE: Combat
   OBJECT: All monsters
   DESCRIPTION: A powerful, but erratic spell that has completely unpredictable effects on all monsters.

Example of Town 1



KEY: — Wall ⊟ Door ■ Solid

AREA: Town #1 Sorpigal Map sector C-2
Surface X=10 Y=10 Inn located at X= Y=3

NOTES: A—The Inn of Sorpigal - sign in to save characters/game
B—B and B Blacksmiths - buy/sell items
C—Eulard Fine Foods - buy food
D—Temple Moonshadow - clerical help
E—Worgs Training Grounds - increase skill level
F—Passageway to outdoors
G—Steps down to natural caverns
H—Statues (1-7):

Spell Tables

Clerical Spells

Level 1	SPELL POINTS
1 Awaken	1
2 Bless	1
3 Blind	1
4 First Aid	1
5 Light	1
6 Power Cure	1*+1 Gem
7 Protection From Fear	1
8 Turn Undead	1
Level 2	
1 Cure Wounds	2
2 Heroism	2+1 Gem
3 Pain	2
4 Protection From Cold	2
5 Protection From Fire	2
6 Protection From Poison	2
7 Silence	2
8 Suggestion	2
Level 3	
1 Create Food	3+1 Gem
2 Cure Blindness	3
3 Cure Paralysis	3
4 Lasting Light	3
5 Produce Flame	3
6 Produce Frost	3
7 Remove Quest	3
8 Walk On Water	3+1 Gem
Level 4	
1 Cure Disease	4
2 Neutralize Poison	4
3 Protection From Acid	4
4 Protection From Electricity	4
5 Restore Alignment	4+2 Gems
6 Summon Lightning	4
7 Super Heroism	4+2 Gems
8 Surface	4+2 Gems
Level 5	
1 Deadly Swarm	5
2 Dispell Magic	5
3 Paralyze	5
4 Remove Condition	5+3 Gems
5 Restore Energy	5+3 Gems
Level 6	
1 Moon Ray	6+4 Gems
2 Raise Dead	6+4 Gems
3 Rejuvenate	6+4 Gems
4 Stone To Flesh	6+4 Gems
5 Town Portal	6+4 Gems
Level 7	
1 Divine Intervention	7+10 Gems
2 Holy Word	7+5 Gems
3 Protection From Elements	7+5 Gems
4 Resurrection	7+5 Gems
5 Sun Ray	7+5 Gems

Sorcerer Spells

Level 1	SPELL POINTS
1 Awaken	1
2 Detect Magic	1
3 Energy Blast	1*+1 Gem
4 Flame Arrow	1
5 Leather Skin	1
6 Light	1
7 Location	1
8 Sleep	1
Level 2	
1 Electric Arrow	2
2 Hypnotize	2
3 Identify Monster	2+1 Gem
4 Jump	2
5 Levitate	2
6 Power	2
7 Quickness	2
8 Scare	2
Level 3	
1 Fire Ball	1*+1 Gem
2 Fly	3
3 Invisibility	3+1 Gem
4 Lightning Bolt	1*+1 Gem
5 Make Room	3
6 Slow	3
7 Weaken	3+1 Gem
8 Web	3
Level 4	
1 Acid Arrow	4
2 Cold Beam	4
3 Feeble Mind	4+2 Gems
4 Freeze	4
5 Guard Dog	4
6 Psychic Protection	4+2 Gems
7 Shield	4+2 Gems
8 Time Distortion	4+2 Gems
Level 5	
1 Acid Rain	5
2 Dispell Magic	5
3 Finger of Death	5+3 Gems
4 Shelter	5+3 Gems
5 Teleport	5+3 Gems
Level 6	
1 Dancing Sword	6+4 Gems
2 Disintegration	6+4 Gems
3 Etherealize	6+4 Gems
4 Protection From Magic	6+4 Gems
5 Recharge Item	6+4 Gems
Level 7	
1 Astral Spell	7+5 Gems
2 Duplication	7+100 Gems
3 Meteor Shower	7+5 Gems
4 Power Shield	7+5 Gems
5 Prismatic Light	7+5 Gems

* = Per experience level of caster; Combat Spells/Non-Combat Spells/Anytime